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295
SEPTEMBER
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IN THIS ISSUE:

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- EXPLORE OUR SOLAR SYSTEM TO DISCOVER LIFE BEYOND PLANET EARTH IN *SETI: SEARCH FOR EXTRATERRESTRIAL INTELLIGENCE* FROM CZECH GAMES EDITION!
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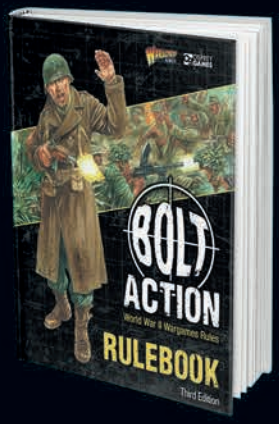
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295 TABLE OF CONTENTS

COVER STORY



Shadowrun 35th Anniversary Retrospective

Celebrate 35 years of cyberpunk action, corporate espionage, magic, and more as Catalyst Game Labs discusses the history of *Shadowrun*, and looks ahead to its future!

by Catalyst Game Labs **12**

FEATURES



SETI

In *SETI*, players lead scientific institutions tasked with exploring and researching the galaxy in search of signs of life beyond our own planet. What will you discover?

by Czech Games Editions **18**



Scoville

Plant peppers, harvest them, and cross-breed your varieties to get the hottest hots you can in this updated version of the beloved original for 1-6 players.

by Trick Or Treat Studios **82**

GAMES 31

EXCLUSIVES

Burning Banners Scenario
by Compass Games **26**

Dungeon Denizens 5E Preview
by Goodman Games **86**

Dungeon Denizens DCC Preview
by Goodman Games **88**

Painting Happy Lil Minis Episode 73: Painting Purple
by Dave Taylor **102**

FOR LAUGHS

by John Kovalic **10**

by Unstable Unicorns **10**



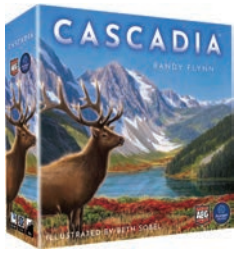
GTM GIVEAWAY

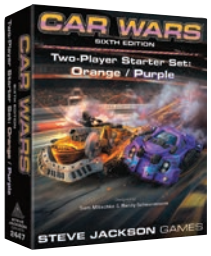
The Great GTM Giveaway: Lustria Edition! **112**

REVIEWS









Distilled: A Spirited Strategy Game from Paverson Games
Reviewed by John Kaufeld and Dell Kaufeld **104**

Xylotar from Bézier Games
Reviewed by Brian Herman **106**

Cascadia from Alderac Entertainment Group
Reviewed by Whitney Grace **108**

Car Wars: 6th Edition - Two-Player Starter Set - Orange/Purple from Steve Jackson Games
Reviewed by Thomas Riccardi **110**



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SPOTLIGHTS



The Bermuda Sloop
by Alec Aguila **20**



Threatened Victory: A New Campaing For Burning Banners
by Christopher Moeller **24**



7th Sea: Talk Like A Pirate
by John Wick Presents **28**



Exploring Godtear: A Miniature Skirmish Game
by Steamforged Games **90**



Morph'n Miniature Metas
by Monster Fight Club **92**



Bring Dungeons & Dragons To Life With D&D Icons Of The Realms: Quests From The Infinite Staircase
by WizKids/NECA **98**

PREVIEWS



A First Look At Marvel HeroClix: Collector's Trove
by WizKids/NECA **14**



Waste Knights: Second Edition - Beyond The Horizon Expansion
by Marek Mydel **16**



Heroscape Wave 2 Coming October 2024!
by Sophia Gambill **22**



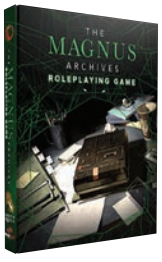
Halo: Flashpoint Gears Up For Global Launch
by Mantic Games **30**



Dungeon Denizens: 500+ Monsters for 5E and DCC RPG!
by Chris Dyle **84**



Unlock Vault of Mini Things
by TinkerHouse Games **94**



The Magnus Archives Roleplaying Games
by Monte Cook Games **96**





Mantic Games Launching Two Hobby Gift Calendars In 2024
by Mantic Games **100**

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RENEGADE GAME STUDIOS

Greetings Dear Readers!



Welcome to your September edition of *Game Trade Magazine*.

Even as summer comes to a close and autumn approaches, things continue to heat up in the world of tabletop.

This issue, we begin by celebrating the 35th anniversary of the *Shadowrun* RPG! That's right — over three decades of riggers, stuffer shacks, corporate dragons, and so much more come alive in Shadowrun. Take a walk down memory lane with the folks from Catalyst Game Labs as we revisit the halcyon days of *Shadowrun* first edition!

And if futuristic sci-fi urban adventures is your genre, be sure to check out the article from Monster Fight Club for *Cyberpunk Red: Combat Zone* with an emphasis on the various factions available in the game.

We also have a first look at *HALO Flashpoint* from Mantic Games. For all you fans of the Master Chief and his cohort, we take a bit of a sneak peek at both the *Recon* and *Spartan* editions of the game.

Of course, if you prefer your science to be a little more grounded in the real-world, then *SETI: Search for Extraterrestrial Intelligence* from Czech Games Edition is definitely worth checking out!

In *SETI*, you are tasked with exploring and researching the galaxy in search of life beyond our own planet. By carefully managing your resources across five rounds, you work to make the most impactful contributions to science (thereby scoring the most victory points) to win!

However, if you prefer your science to be more along the culinary lines, be sure to check out Trick or Treat Studios' release of *Scoville*! This updated offering of a modern classic is sure to be lots of fun for everyone who enjoyed — or perhaps missed out on — the original release.

Switching genres to fantasy, we have an exclusive look at the Goodman Games' *Dungeon Denizens* sourcebook for both 5e and DCC RPG players. Check out the preview pages from both editions in this issue.

That's not all of the fantasy action — we also have a first look at the *Quests from the Infinite Staircase* minis set from WizKids, as well as an exclusive scenario for Compass Games' *Burning Banners*!

All this and so much more can be found in the latest issue of *GTM*.

As we part this month, I would like to take a moment and share a personal note. Longtime readers may recall that every year for the September issue, I invite everyone to join me in wishing my Dad a very happy birthday. Sadly, my father passed away recently, and this will be the first birthday my family will observe without him.

I owe my deep love for games of all types to my dad. From an early age, we enjoyed many a game of chess, *Risk*, *Monopoly*, so many Avalon Hill classics, and many more. And while we may have played fewer together in recent years, we continued to talk about new games and items that interested us.

It's not my intent to bring the room down, dear readers, but rather to encourage and perhaps inspire you all to share games with those you love and cherish. We are all so fortunate to have such a fantastic hobby to bring us all together. May your tables always be full of fun, family and friends. ❤️

Game on,
-JG

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WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for release within a two- to three- month window from the publication date. While there will be the occasional exception, if you find something you want in our JANUARY issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's first issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine…

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the GTM Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a differen game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as especially worth your time and consideration.Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories an more to help enhance your play experience

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

DESIGNER DIARIES: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, Designer Diaries offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!

EXCLUSIVES: While virtually ALL of the content you'll find in GTM is exclusive to our pages, these articles are truly only found in Game Trade Magazine. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, GTM Exclusives are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your GTM will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!



And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAMES SECTION LEGEND

Throughout each issue of **Game Trade Magazine** (**GTM**), you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

OFFERED AGAIN

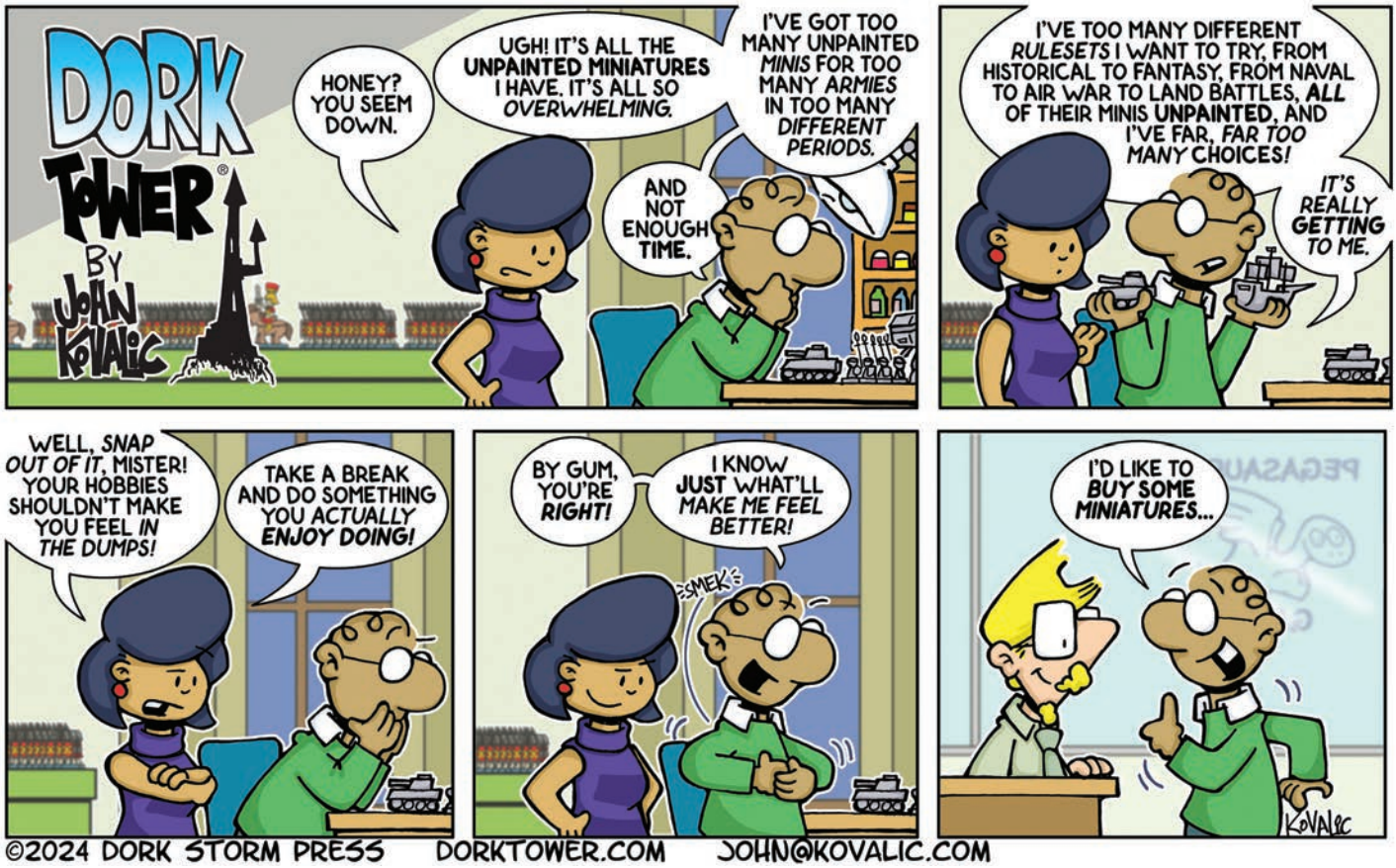
OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

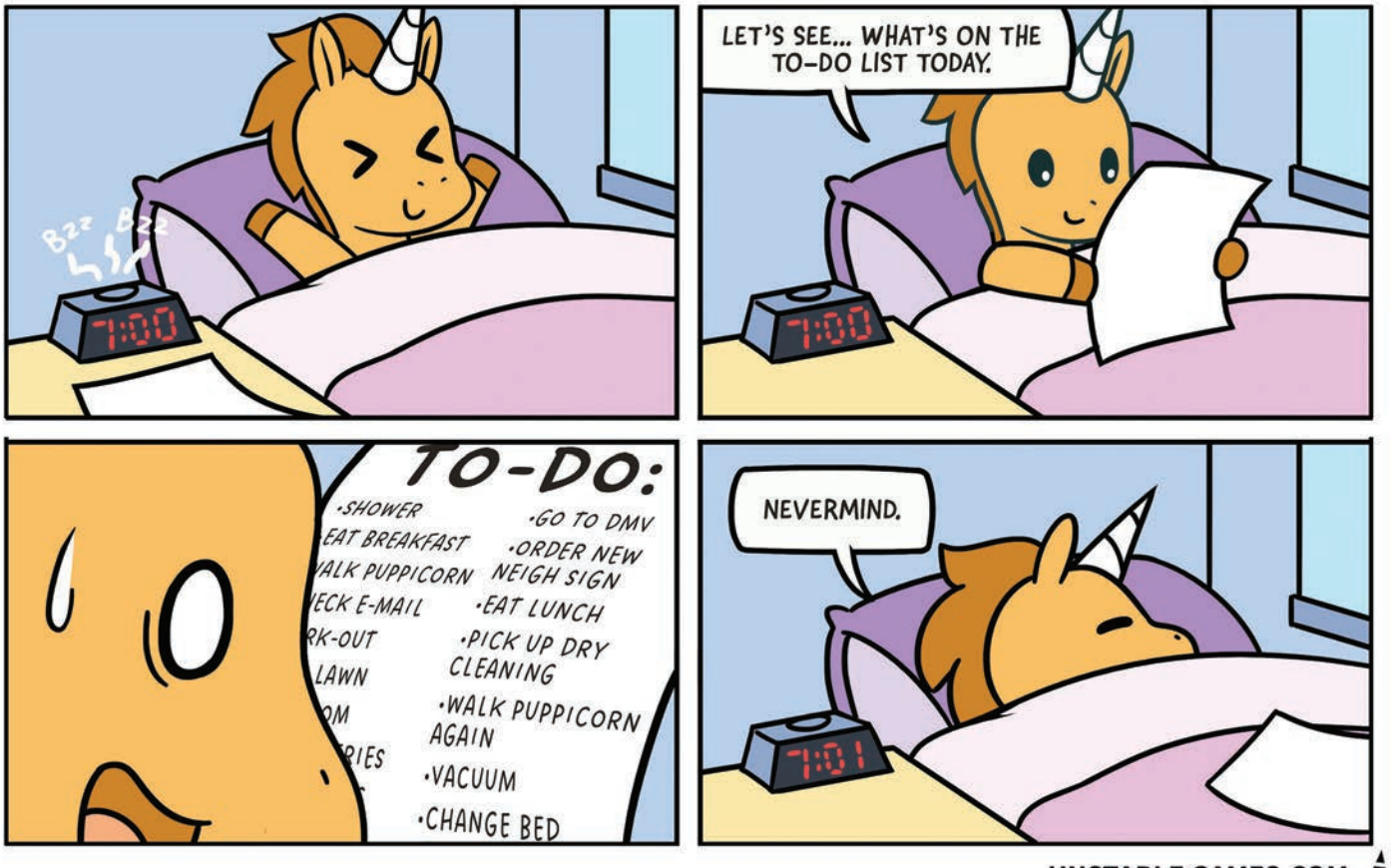
PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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COVER STORY

By Jason M. Hardy

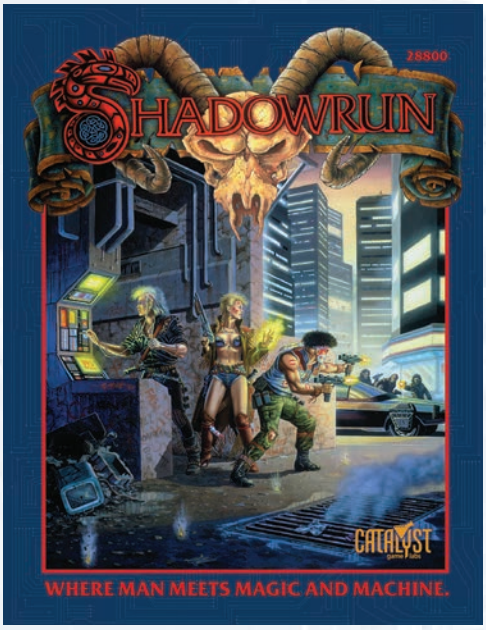
BACK TO THE NEAR FUTURE: SHADOWRUN FIRST EDITION RETURNS

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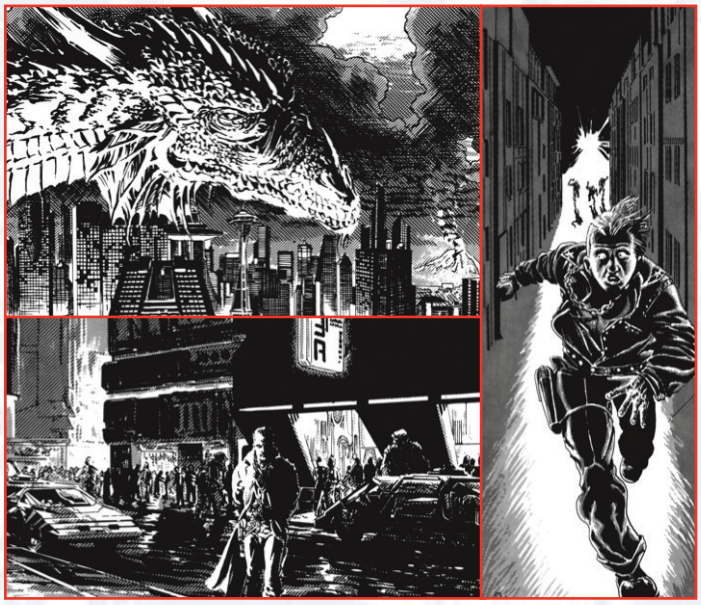
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WHEN YOU GET RIGHT DOWN TO IT, IT'S THE COVER.

That's not the only virtue *Shadowrun, First Edition* had — far from it. But the greatest strength of *Shadowrun* has always been its dynamic, rich setting, and nothing has ever sold people so quickly on the setting as the Larry Elmore-created image on that First Edition cover. Cyberpunk atmosphere is all over the image, from the steam rising from a street grating to a devil rat chewing on a loose wire to the data terminal set in a graffiti-strewn building. Oh yeah, and the punk hair and face paint. The fantasy elements aren't as dominant, but they're still unmissable — the point of elf ears and the spellcaster who has magic glowing around one hand, a shotgun in the other.



Put together, they tell an immediate story of a world where all kinds of story elements can come together and blend — or maybe clash. I've talked to countless people during my fifteen years with Catalyst Game Labs who trace their first interest in *Shadowrun* to seeing that art, and I'm one of them. Two questions came immediately to my mind when I saw the cover: What is that, and how can I find out more about it? Now, decades later, I've probably written a million words of *Shadowrun* material and edited a few million more, and I'm not out of stories to tell or concepts to explore. I may not be the full-time line developer anymore, but as the creative director of Catalyst's RPG division, I still get to be involved in the universe — and write more for it on the side. That speaks to the myriad stories of the Sixth World waiting to be told.



Catalyst is celebrating *Shadowrun*'s thirty-fifth anniversary this year, and we decided to commemorate it with a reprint of that classic First Edition book. The process of preparing that book for print led to at least two realizations. The first was how much atmosphere the book contains along with that iconic cover. There are classic art pieces (including many game-defining works by Jeff Laubenstein), the shadow slang, the



history of the Sixth World, the first-person descriptions of the archetypes, and more. The Sixth World jumps to life off these pages, fully formed and ready to rock. The attitude is everywhere, not just in the in-world text. The rules are not afraid to throw in a weird joke just because, since in the Sixth World, nothing is owed total reverence. One joke I loved came when the book is establishing rules for using Social Skills, including how to influence an entire group. It throws in this: "All attempts should be made against the leader of the pack (varooom)."



Is that a reference to a classic song from 1964, thrown in entirely for the hell of it? Yes! Is an extra "o" put into "varooom," presumably for extra engine revving? Also yes! That's a part of *Shadowrun* I love, and it was there right from the beginning.

I'm not as fond of my second realization, but that's the fault of ever-evolving technology, not *Shadowrun*. The realization was the wide gap between printing techniques thirty-five years ago and printing techniques today. We had a PDF of *Shadowrun, First Edition*, but it was unsuitable for sending to a printer — it was a simple scan, with all the digital noise and other hallmarks of a scanned book.

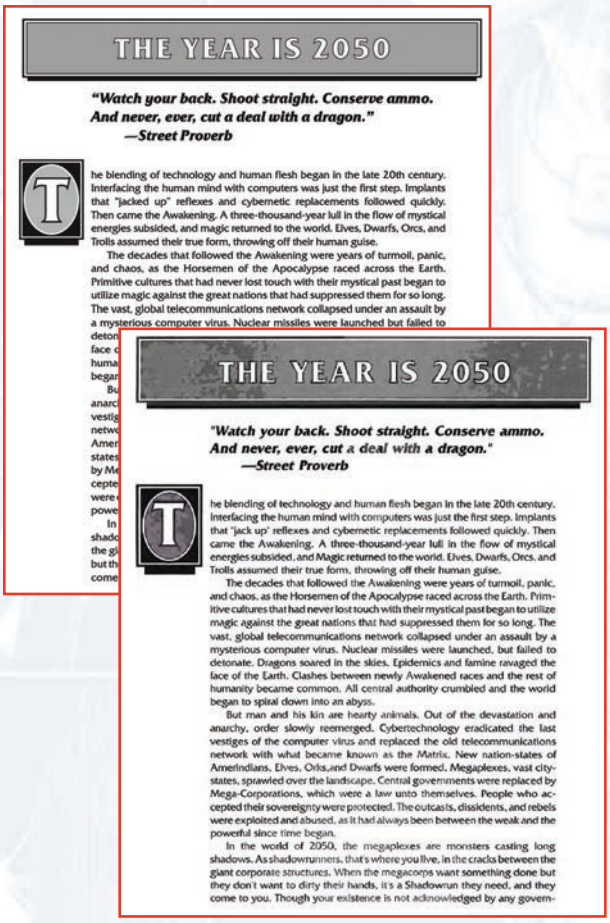
So, the first thing we decided to do was a new scan to try to have a cleaner version, meaning we bought a copy of *Shadowrun, First Edition* and tore it apart for a good scanner (we appreciate its sacrifice). Then things got really fun.

It would have been one thing if we wanted to do some kind of new and updated version of the book, but that wasn't the goal. The goal was to reproduce *Shadowrun, First Edition* as closely as possible. That meant re-scanning artwork we didn't have digital files for and cleaning them up to remove any traces of digital noise. It meant telling proofers to leave certain errors in, because they were in the original book (that caused audible gasps of pain). And perhaps most challenging of all, that meant re-laying out the book, imitating the design and ornamentation of the original, and then painstakingly going line by line to ensure that each line ended with the word it was supposed to.



That was exactly as fun as it sounds, but that's what making a First Edition replica required, so that's what we did. And it was worth it, because it's beautiful.

Take a look at the old PDF side by side with the new one, and the results of all that work are clear to see. We have a crisp, clean version of the book, both in digital and print formats, ready for decades more of gaming.



THE YEAR IS 2050

"Watch your back. Shoot straight. Conserve ammo. And never, ever, cut a deal with a dragon."
—Street Proverb

The blending of technology and human flesh began in the late 20th century. Interfacing the human mind with computers was just the first step. Implants that "jacked up" reflexes and cybernetic replacements followed quickly. Then came the Awakening. A three-thousand-year lull in the flow of mystical energies subsided, and Magic returned to the world. Elves, Dwarfs, Orcs, and Trolls assumed their true form, throwing off their human guise.

The decades that followed the Awakening were years of turmoil, panic, and chaos, as the Horsemen of the Apocalypse raced across the Earth. Primitive cultures that had never lost touch with their mystical past began to utilize magic against the great nations that had suppressed them for so long. The vast, global telecommunications network collapsed under an assault by a mysterious computer virus. Nuclear missiles were launched, but failed to detonate. Dragons soared in the skies. Epidemics and famine ravaged the face of the Earth. Clashes between newly Awakened races and the rest of humanity became common. All central authority crumbled and the world began to spiral down into an abyss.

But man and his kin are hearty animals. Out of the devastation and anarchy, order slowly reemerged. Cybertechnology eradicated the last vestiges of the computer virus and replaced the old telecommunications network with what became known as the Matrix. New nation-states of Amerindians, Elves, Orks, and Dwarfs were formed. Megaplexes, vast city-states, sprawled over the landscape. Central governments were replaced by Mega-Corporations, which were a law unto themselves. People who accepted their sovereignty were protected. The outcasts, dissidents, and rebels were exploited and abused, as it had always been between the weak and the powerful since time began.

In the world of 2050, the megaplexes are monsters casting long shadows. As shadowrunners, that's where you live, in the cracks between the giant corporate structures. When the megacorps want something done but they don't want to dirty their hands, it's a Shadowrun they need, and they come to you. Though your existence is not acknowledged by any govern-

Shadowrun will keep moving forward, trying different things and exploring new ground (for example, for the first time ever the game will have a core rulebook spherically for for socially oriented characters — it's called *Smooth Operations*), but in an anniversary year, it's a great time to remember where it all started and how the First Edition set the pattern for this great game.

•••

Jason M. Hardy is the Creative Director of Catalyst Game Labs' RPG division; in his time as Shadowrun line developer, he led the development of Shadowrun, Fifth Edition, Shadowrun; Anarchy, *and* Shadowrun, Sixth World, *and of course dozens of sourcebooks. He is a firm believer in six-sided dice, DIY attitudes, and throwaway jokes.*

PREVIEW
By WizKids/NECA

A FIRST LOOK AT MARVEL HEROCLIX COLLECTOR'S TROVE

WIZKIDS

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As one of the most dangerous villains in the Marvel Universe, The Collector seeks to add artifacts and living beings from all corners of the universe to his cache. He is one of the oldest sentient beings in the universe and has obsessively curated an extensive collection of the most diverse fauna, relics, and species in the galaxy. He's never content with the amount he's accrued, and always seeks to find more, more, more. He's also been at different points in time both enemy and ally to beloved Marvel heroes, like the Guardians of the Galaxy. With *Marvel HeroClix: Collector's Trove* you can now face him with a carefully curated team or add him to your hoard!



WHAT'S NEW

Most *HeroClix* booster bricks are made up of ten booster boxes. However, with *Marvel HeroClix: Collector's Trove* we had the opportunity to give players even more value in a way that makes sense to The Collector's purpose and fits thematically with the set. Therefore, *HeroClix* fans will have the chance to emulate The Collector and increase the size of their treasure, as *Marvel HeroClix: Collector's Trove* will contain twelve boosters in a brick, instead of the usual ten! While this is definitely an advantage for fans, it also simplifies events for friendly local game stores, as they'll be able to use one brick to break it into three different Battle Royales. Finally, more bricks will have chase figures in them than players have seen before!

With every *HeroClix* set, it is important to reference the source material that comic book fans love and have come to expect. Marvel *HeroClix: Collector's Trove* is no different, as we've included plenty of memorable comic book references that avid comic book collectors and fans will appreciate. For instance, one of the character cards includes a quote said by The Wasp in "*The Avengers*" #28 issue back in 1963. Additionally, The Collector's Ultra Chase form is a reference to his true form, which appears in 2010's "*Astonishing Thor*" #2. We've also referenced more recent comics, and depicted most of the Guardians in the costumes they donned in the first issue of "*Guardians of the Galaxy*" 2023.





MARVEL HEROCLIX: COLLECTOR`S TROVE PLAY AT HOME KIT
WZK 85006 ..... $24.99 | Available October 2024!

MORE THIEVES, MORE EQUIPMENT, MORE SURPRISES!



Make sure to keep your opponents at a disadvantage with thieves. This set includes even more to add to your team, like the Thieves Guild Member. Even when this member of your team is knocked out of the game, it can still provide a very helpful effect that will take the sting of losing this character away!

Of course, a set called *Marvel HeroClix: The Collector's Trove* wouldn't be completely without some truly awesome pieces of treasure — or equipment in *HeroClix* terms. Players will get to add some of the most powerful equipment sought after (and at one point owned) by The Collector, like Mjolnir. Equpment like this will help players cover weaknesses in their teams, as well as magnify their strengths.

Aside from getting more figures, equipment, and thieves, fans will also get to add something new to add potency to their gameplay. *Marvel HeroClix: Collector's Trove* will be the first set to feature the One-Shot cards! This card type provides a once-per-game effect that players get to use, and players should see at least one in every booster they break open. More details on One-Shot cards will be revealed closer to release!

ADD MORE HEROCLIX TO YOUR TROVE!



In addition to the boosters, players will also get the chance to acquire the *Marvel HeroClix: Collector's Trove Play at Home Kit* which includes two of the most dangerous sisters in the galaxy — Nebula and Gamora! Play them in a quick head-to-head game or add them to your *HeroClix* team! In addition to these two characters, the *Play at Home Kit* comes with a terrain sheet, a double-sided map, and a One-Shot card.

Want to add more *HeroClix* characters to your stockpile? Marvel *HeroClix: Collector's Trove* will be making its way to your local game store later this fall!

•••

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PREVIEW
By Ares Games



WASTE KNIGHTS
SECOND EDITION

BEYOND THE HORIZON:

IT'S TIME TO LEAVE THE CONTINENT AND SAIL OUT



WASTE KNIGHTS: SECOND EDITION - BEYOND THE HORIZON EXPANSION

AGS EN-WK2-03..... $74.90 | Available September 2024!

Waste Knights: Second Edition is a post-apocalyptic adventure game of survival set in dystopian Australia of the future. Each player controls a bold character facing rampaging gangs, mutants, self-aware machines, and doom cults, while trying to achieve their goals. The game is scenario-based, with different plots exploring various game mechanics from point-to-point delivery, through resource- and dice-management to pure choose-your-own-adventure stories supported by the *Book of Tales*, which contains hundreds of pages of engaging RPG-like narrative.



Thanks to its success, the *Waste Knights: Second Edition* product line is growing and evolving. The game has been translated into multiple languages from its Polish original, and with the setting and the fan base continuing to grow, the publisher Galakta released in 2022 a first expansion, *Tales From the Outback* and now follows up with a new, massive expansion *Beyond The Horizon*, which is about to hit the shelves this Summer. Let's learn more about what's new and why you should not miss expanding your *Waste Knight: Second Edition* game with *Beyond the Horizon*!







Beyond the Horizon represents for the base WK2 game what the movie *Waterworld* was to the *Mad Max* series — we will leave Australia behind and reveal a wholly different facet of the post-apocalyptic genre. Its most advanced game mechanics revolve around a new Sea Board featuring six Destinations: Tasmania, New Guinea, New Zealand, the Solomon Islands, the floating Trash City, and the mysterious Project X. Players can charter a ship — one of 11 unique vessels found in the Ship Deck — and sail far away to explore places unvisited since the world ended. Before reaching these destinations, however, they must face all kinds of threats represented by Sea Cards — mutated aquatic creatures, pirates, ghost ships, abandoned oil rigs, horrible storms… Some challenges will even require players to gain a special Aquatic trait to stand a chance against certain underwater dangers!

Of course, the longer the route, the more dangerous it becomes. Good preparation for a cruise (and some luck rolling custom Sea Dice for additional threats) will be crucial for survival. But rewards will surely be worth the trouble.

Another completely new aspect of the expansion is giving the game an even deeper survival and resource-management system. The base game required players to wisely manage three resources: Ammo, Fuel and Meds. Now, time has come to take care of fresh Water represented by 12 plastic markers — otherwise your knight will have to draw a Dehydration Card from the deck, and the longer they are without water, the worse things will get.

The heart of *Waste Knights: Second Edition* has always been adventure and great, original stories. You will find many in the expansion thanks to its Guide featuring six completely new scenarios, with two narrative and four in a sandbox format. The new way of presenting the content guarantees even more replayability and flexibility, with players choosing the length, goal, and difficulty of the game as well as its mode— cooperative, competitive, team, or solo play. This, in conjunction with the *Book of Tales* containing over 700 pages of narrative text, ensures many hours of great fun and thrilling action.

To brave the Toxic Seas, you might want to look for someone who is no mere landlubber, but a real sea wolf. That is why the expansion contains four new knights prepared to face all marine threats. Now, you can become a mutated Assault Marine, a Pirate, or a Maori Chieftain, and prove your worth on board a ship.

Of course, there are also new Wasteland, Gear and Upgrade Cards, new vehicles, special tokens enabling you to modify the threat bag and many other surprises, but you will discover them once you get your copy of the expansion. Thanks to its extensive content, *Beyond the Horizon* guarantees tons of immersive and challenging gameplay, and we hope you will want to join the great voyage.

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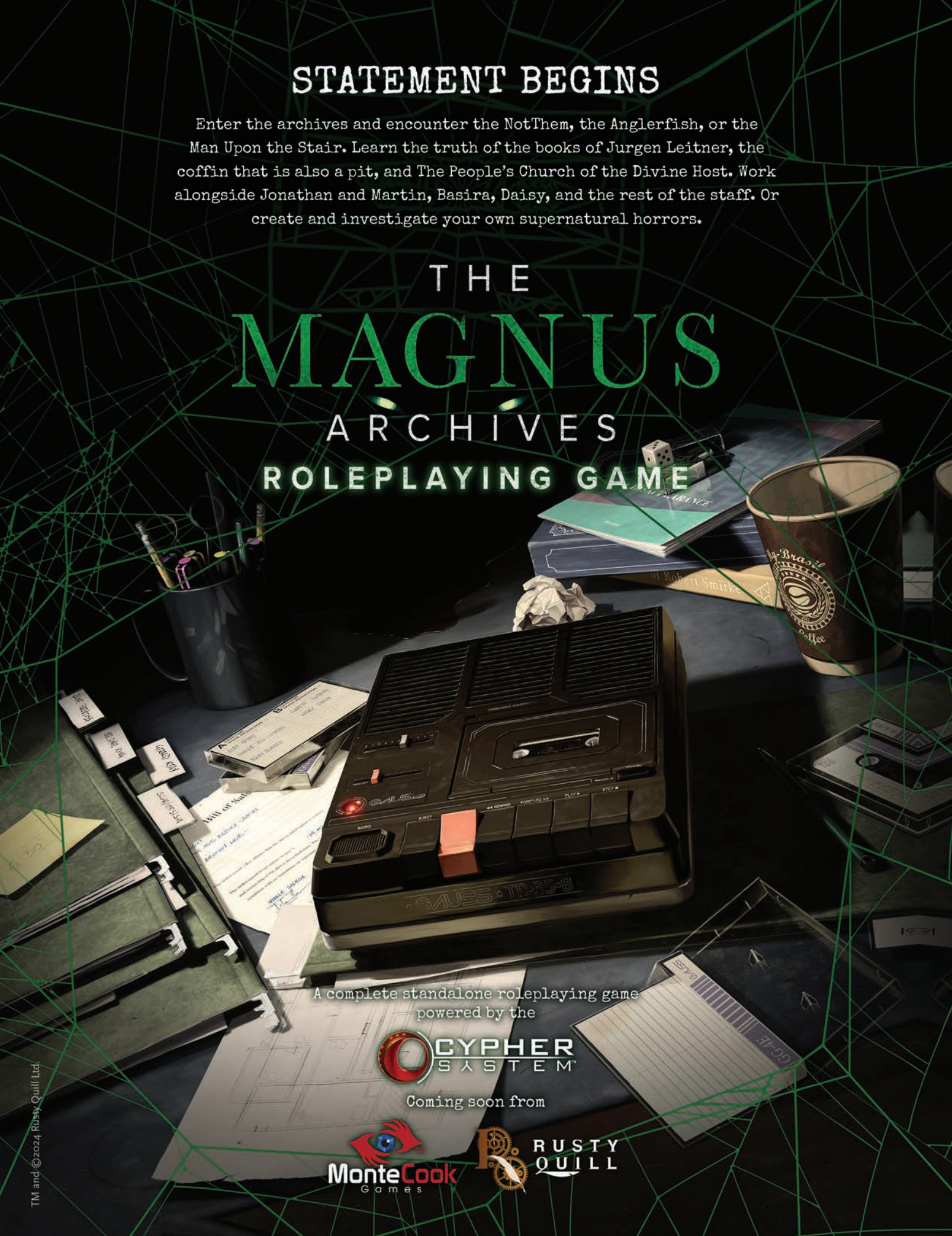


Marek Mydel is a game designer, co-author of Waste Knights, *lead developer, and translator at Galakta Games. A long-time fan of board games, he loves post-apocalyptic genre and all Japanese things.*

STATEMENT BEGINS

Enter the archives and encounter the NotThem, the Anglerfish, or the Man Upon the Stair. Learn the truth of the books of Jurgen Leitner, the coffin that is also a pit, and The People's Church of the Divine Host. Work alongside Jonathan and Martin, Basira, Daisy, and the rest of the staff. Or create and investigate your own supernatural horrors.

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FEATURE
By Czech Games Edition

SETI
Search for Extraterrestrial Intelligence

SETI: SEARCH FOR EXTRATERRESTRIAL INTELLIGENCE
CGE 00120 ..... $69.95 | Available Q4 2024!



Explore our solar system to discover traces of life beyond planet Earth in *SETI: Search for Extraterrestrial Intelligence* — a new CGE Eurogame for 1-4 players inspired by existing or emerging technologies and efforts in space exploration. Designed by amateur astronomer Tomáš Holek, *SETI* pays homage to planetary exploration, astronomy, the ongoing search for signs of life in the vastness of space, and efforts to understand the nature of life in the universe.

In *SETI*, players lead scientific institutions tasked with exploring and researching the galaxy in search of signs of life beyond our own planet. Finding extraterrestrial life is inevitable, with each discovery having a unique impact on the gameplay. You'll need to carefully manage your resources across five rounds, as you work to make the biggest scientific contributions (and score the most victory points) to win.

HOW IT PLAYS

On each turn, you'll take a single main action, as well as several smaller sub actions if you choose. Everything you do costs some combination of resources from your limited pool but using them strategically to complete objectives and get the most out of each turn can earn you big rewards.

To make progress towards discovering extraterrestrial life, you'll need to conduct scientific research in different areas of the board. Each has its own corresponding gameplay mechanics, and each ties into one of the three distinct alien life signs needed to unlock a discovery.



SETI's central board features a multi-layered rotating solar system that cycles frequently. From Earth, you can launch probes to navigate different spaces on the map, earning reputation as you fly to different planets. As different layers of the solar system cycle, they can impact location of some planets, potentially open up asteroid fields in your path, or even move your probe into prime position to get the most out of a future turn. Figuring out how to get things done with the right timing to minimize your resource spend is all part of the strategy.

Once you reach a planet you want to study further, you'll zip over to the zoomed in view of the solar system. Here, you'll have the option to put your probe into permanent orbit around the planet to get bonuses and resources. Alternatively, you can spend a little more resources to land directly on the planet surface (or send your probe towards a planet's core, in the case of gas planets), earning victory points and earning a yellow alien life sign. It's also one of several ways to gather data that can be processed in your computers back on Earth. Once you upgrade your probes, you can also land on moons, which have even bigger rewards.

The second key area path of study lies in the distant nebula situated along the outer ring of the central solar system. On your turn, you can spend a main action and some resources to use your telescopes to first study the sector Earth is facing, then study another sector of your choice based on the sector colors on cards available in the offer. This earns you more data that you can use later, and also lets you mark that you've researched there. When enough study goes into a particular sector (i.e. when it's filled), a new exoplanet with the potential to hold extraterrestrial life is discovered. Each player who participated in that discovery gains publicity, and the player who made the most effort is credited with the discovery — marking the exoplanet, gaining a bonus, and potentially unlocking the second type of life sign needed for achieving extra-terrestrial discovery.



As you gather data, you'll store it near your computer bank on your dual layered player board, which is where you'll be able to process it to earn the third alien life sign. Your computer is essentially an re-usable engine you'll build by slotting in upgrades over the course of the game. During your turn as a free action, you can place data down the line in computer slots to earn immediate rewards depending on what upgrades you've placed there. When you completely fill the computer up with data, it'll reset, clearing it to be used again and earning you a blue alien life sign of your choice. Your player board also has slots for technology upgrades for your probes and telescope that can help you out substantially throughout the game.

SETI also features over 200 multi-use mission cards that you can play in different ways. All of the missions are based on actual real space missions, and they provide powerful effects to boost your scientific research efforts.

HIGH RE-PLAYABILITY WITH MODULAR CONTENT

No two games of *SETI* are quite the same, since the position of the central rotating galaxy, starting cards, and randomized end game bonus options can all cycle to add variability to play. Extraterrestrial discoveries also bring a tremendous level of re-playability to the experience.

In every game, there are two (out of five total) randomized extraterrestrial species to uncover, and each adds a unique mechanic that layers onto the core gameplay. Players will work collectively towards unlocking these discoveries through their research, but in true Eurogame fashion, the winner is the player with the most victory points by the end of the fifth round. With lots of ways to earn points, there's a ton of strategic potential to explore game to game.

SETI: Search for Extraterrestrial Intelligence launches at Essen Spiel 2024, arriving in the US at a FLGS near you later this holiday season. If you're a fellow space geek, you won't want to miss it.



The Bermuda Sloop

By Alec Aguila

Lightly built and agile, the Bermuda Sloop is a favorite among players of Blood & Plunder thanks to not only its inclusion in the Blood & Plunder two player starter set, but for its versatile ability and maneuverability that resonates with ***Blood & Plunder*** players just as much as it did with historical pirates centuries ago. Indeed, in American waters, Bermuda sloops were the main choice of any pirate, with its ability to outrun any would-be hunter while being able to pack enough firepower to take down any wealthy prey it would come across. Firelock has taken great care in recreating the Bermuda Sloop with historical accuracy, being one of the fastest ships in the game with many different strategies and tactics that could be deployed to outplay your opponent and win your skirmish on the high seas!



BERMUDA SLOOP SHIP KIT - FGD 0114




SFG
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PREVIEW
By Sophia Gambill

HeroScape

WAVE 2 COMING OCTOBER 2024!

HEROSCAPE: REVNA'S REBUKE - KYRIE WARRIORS ARMY EXPANSION

RGS 02698 ..... $45.00 | Available October 2024!

HEROSCAPE: LANDS OF VALHALLA TERRAIN EXPANSION

RGS 02700 ..... $70.00 | Available October 2024!

Heroscape Wave Two will be released in October 2024! This new wave contains two new army expansions and two new terrain expansions. Let's dive into all four new releases for the *Heroscape* line!

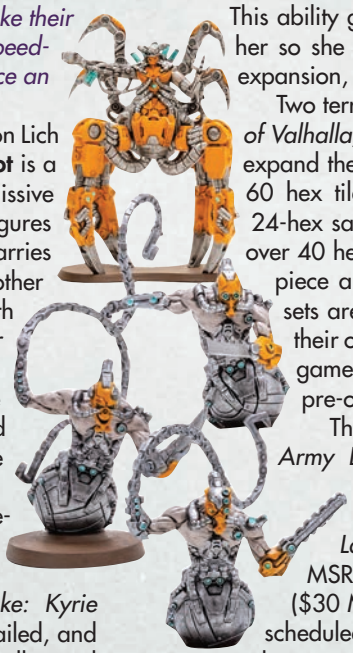




The first expansion is *Heroscape: Revna's Rebuke: Iron Lich Viscerot and Necrotech Wraithriders Army Expansion*. This expansion introduces a new species called the Eisenek. These are strange and forgotten people whose planet was destroyed long ago… or perhaps far in the future. Time becomes strained when the magic of the Wellsprings bridges the gap between worlds. Learn more below!

Revna has risen. As the other Valkyrie scramble to unearth her secrets, she remains one step ahead, looming in the shadows. Her troops, on the other hand, make their presence known. Between disruptive chain grabs and vile speed-boosting injections, those who stand in Revna's way will face an Eisenek army unlike anything Valhalla has ever seen!

This army expansion contains a new hero and squad: Iron Lich Viscerot and Necrotech Wraithriders. The **Iron Lich Viscerot** is a large and imposing warlord from Revna's Army. His Dismissive Strider ability lets him move through small and medium figures without fear of a departing engagement attack. He carries a speed-boosting injection that allows him to give another Eisenek extra movement and boosts their attack. Finally, with the Ironclad Puppeteer ability, he can manipulate another Eisenek hero or squad in his army to take a turn. With all these special abilities, the Iron Lich Viscerot is sure to be a tough foe to defeat. Under the command of this warlord are the **Necrotech Wraithraiders**. The Wraithraiders use a special chain to grab their foes and spherical bodies, allowing them to roll around at high speeds. You can pre-order the *Heroscape: Revna's Rebuke: Iron Lich Viscerot and Necrotech Wraithriders Army Expansion* now!



The second expansion is *Heroscape: Revna's Rebuke: Kyrie Warriors Army Expansion*. It contains five new, highly detailed, and fully assembled figures: Qhyrion, Xiamara, Glinerva, Mielki, and Kilkorax. Learn more about the Kyrie Warriors below!

Above the clash of summoned creatures on the ground below, the wings of Valhalla's native Kyrie Warriors beat alongside the drums of war. Among the throngs of combatants heroes rise to lead their people. Each armed with artifacts and magic unique to their General's tribe, these winged warriors command an array of tactics for battlefield control.

HEROSCAPE: REVNA'S REBUKE - IRON LICH VISCEROT AND NECROTECH WRAITHRIDERS ARMY EXPANSION

RGS 02699 ..... $45.00 | Available October 2024!

HEROSCAPE: WATERS OF VALHALLA TERRAIN EXPANSION

RGS 02721 ..... $30.00 | Available October 2024!





This expansion contains five new figures to use in your Heroscape games. The tricky **Queen Qhyrion** is leading the Kyrie warriors into battle wielding her powerful Heart Finder Spear. Then there is the noble **Xiamara** with the Amulet of Paivatar. This amulet lets her protect her nearby allies, so you'll want her on your team. Also on the team is **Gliverna**, a warrior with the power of darkness on her side. Hanwi's Darkness allows her to shroud herself and others in darkness, giving her a unique strategic advantage in battle. Alongside her is **Mielki** equipped with her healing Spear of Sankari. Mielki is a fearsome foe, as she can attack twice on her turn. The final warrior in the group is **Kilkorax**, armed with her Witchcraft Telekinesis. This ability gives her the power to move enemies closer to her so she can strike them. Don't miss out on this army expansion, make sure to pre-order your copy today!

Two terrain expansions, *Lands of Valhalla* and *Waters of Valhalla,* are packed with terrain for players looking to expand their battlefields. *Lands of Valhalla* contains over 60 hex tile terrain pieces, including never-before-seen 24-hex sand terrain pieces. *Waters of Valhalla* includes over 40 hexes and introduces a new 3-hex water terrain piece along with more Wellspring Water tiles. These sets are great for veteran players wanting to replace their old terrain and new players looking to take their games up a notch. Both expansions are available for pre-order now!

The *Heroscape: Revna's Rebuke: Kyrie Warrior Army Expansion* ($45 MSRP), *Heroscpae: Revna's Rebuke: Iron Lich Viscerot and Necrotech Wraithriders Army Expansion* ($45 MSRP), *Lands of Valhalla Terrain Expansion* ($70 MSRP) and *Waters of Valhalla Terrain Expansion* ($30 MSRP) are available to pre-order now and are scheduled for an October 2024 release. Get ready to choose and expand your army, build your battlefield, and fight in the battle for all time!

•••

Sophia Gambill is the Marketing & Sales Coordinator at Renegade Game Studios. A lover of all things tabletop games, her knowledge of the hobby aids her in spreading her passion for games to others.




FROST PUNK
CATALYST ROLEPLAYING GAMES
623
THE FROST IS COMING...
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THREATENED VICTORY A NEW CAMPAIGN FOR BURNING BANNERS

BURNING BANNERS

CPS 5001..... $119.00 | Available Now!

In the aftermath of the Worldwound, the kingdoms of Kalar struggle to rebuild, while a dark force quietly prepares for a return to power. Introducing the immersive world of *Burning Banners: Rage of the Witch Queen*, a tabletop fantasy board game for 2-6 players ready to transport you to the heart of Kalar and put your strategic skills to the ultimate test!



In *Burning Banners*, you will build your army and lead one of six unique kingdoms — each with a diverse array of units. When the time comes to level up your challenge, the Advanced Game will allow you to unleash the might of heroes, command monstrous creatures, harness ancient magic, and vie for control over powerful artifacts. Whether you join forces as the Invaders or stand as the Resistance, every decision you make will shape the fate of Kheros. The game includes 29 scenarios, made an even 30 with this *Game Trade Magazine* exclusive addition — Threatened Victory.



"We tread the paths of Sun and Stone as one, without fear, arm in arm, true to one another and to our honored dead. In the name of mighty Durngur and our cherished ancestors, we pledge never again to abandon the roofless world. Not to orcs, not to humans, not to any mortal foe."

In 435, Sognir Ironhammer forged the quarreling kingdoms of the dwarves into the Oathborn and led them to victory over the Orcs who had invaded their homeland. This campaign, set in 436-7, chronicles the new dwarven kingdom's defense of their gains as the hated Orcs mass for a counter-attack.

PLAYER'S NOTES:

Orc Player: This campaign is unique. Your armies begin scattered about the map in exhausted (razed) settlements, representing small outposts that managed to organize themselves over the winter into armies able to threaten the Oathborn. The advantage of setting up in these settlements is that you begin deep in enemy territory. The downside is that you're spread out and unable to build more armies until you conquer something that's not razed. If you want to launch a massed attack on Turn 1, it is going to have to come from the eastern map edge as usual. Pay attention to the victory conditions, you need to capture and hold settlements in the interior, and that means taking them from the Oathborn (and holding them, and paying for them). You will be getting gold from back home on Year 1, but be careful, because in Year 2, you are on your own. Either save up some cash, or have a plan for making more.

Oathborn player: You set up second, which is a big deal, because the Orcs are going to be coming after your settlements with a vengeance. The map is covered with razed towns, so they're starting the game already starving. Their only source of income are the towns you've repopulated. Job number one is to look at the Orc deployment and see which of your towns they're poised to attack on the opening turn. You'll want to defend those strongly. Getting your miners out is always of prime importance, but in this scenario more than usual. Increasing your income by removing razed markers is a dangerous move, since every razed marker removed adds potential fuel to the Orc fire. If you can do it safely, in some area where the Orcs aren't present, it's not a bad idea. But your mines are something the Orcs can't use, so every one of them you occupy offers risk-free income.

•••



Moeller's first published work was the 1991 graphic novel Rocketman: King of the Rocketmen, *which established him as a leading author and painter of graphic novels. He retired from illustration in 2017 and shifted careers to boardgame design in 2020 with* Napoleon's Eagles: Storm in the East *(Compass Games). His body of work through 2024 includes* Napleon's Eagles: The Hundred Days, *American Civil War game* Brothers at War: 1862 *and fantasy wargame* Burning Banners: Rage of the Witch Queen *(all from Compass Games).*



DIVINE MYSTERIES

This 320-page resource for both players and Game Masters is the comprehensive look at all things divine, making it an essential addition to any Pathfinder Second Edition campaign and a remastered update and expansion of the popular Lost Omens Gods & Magic volume!

PZO13003-HC, MSRP - $79.99

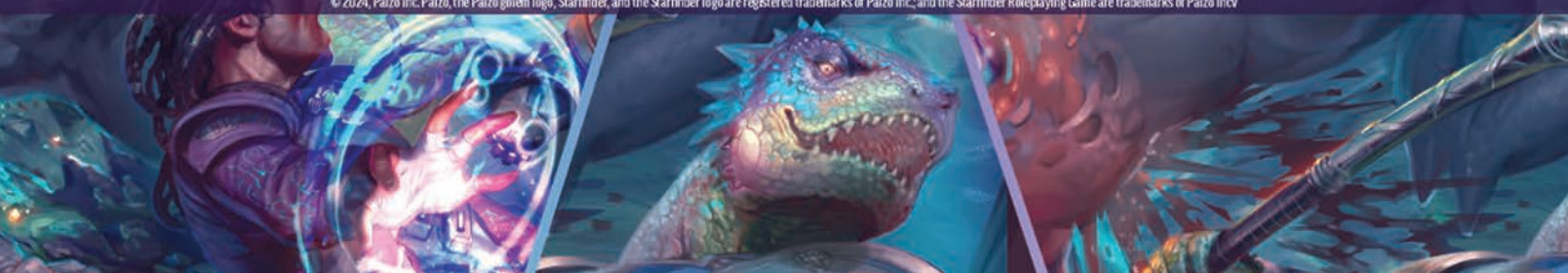


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A group of heroes from the Pact Worlds have arrived to witness the political event of the century: a treaty between the warlike Veskarium and the ruthless Azlanti Star Empire. That is, until it all goes wrong.

PZO24003-SC, MSRP $24.99

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Campaign 18 - Threatened Victory

2 Players

Invader	Resistance

Postures

	Hostile	Neutral
Invader		
Resistance	Welcoming	Allied

Arcane Study

Invader	2
Resistance	1

Maps in Play

The Broken Coast	The Wildlands
Imperial Heartland	Fields of Ash

Turn Order

Duration	5 turns
Start Date	Year 1, Spring
End Date	Year 2, Summer

Threatened Victory

YEAR 436

In 435, dwarven armies surged from their underworld refuges, determined to reconquer the surface of Kheros. Sognir Ironhammer's tireless efforts during the long years of exile to forge a handful of scattered kingdoms into a unified nation had finally succeeded. A younger generation of dwarves, those born in the lost surface settlements, chafed at their subterranean exile. Growing to dominate the fierce warrior classes, they embraced Sognir as their champion. The more conservative factions were forced to give way, and a new, warlike dwarven confederation emerged... the Oathborn.

The first year of The Sunlit War was a tremendous success. During the Orc occupation, the East had been reduced to smoking ruins, and the Oathborn assault caught the dispersed tribes unprepared. When 435 drew to a close, Sognir had reconquered all the old holdings, and the process of resettlement had begun.

However, the dwarven victory was not complete. Swift Orc runners, dispatched during the war to their distant homelands, stirred the quarreling tribes into action. With the arrival of the new year, Orc drums began their ominous thundering all along the frontier...



Sognir Ironhammer

Prior to Set Up

The Oathborn

Place 4 Oathborn Control Markers in Neutral Settlements. None may be placed within 5 hexes of an Orc Entry Hex.

Set Up First

The Orcs

Starting Income	-
Opening Builds	30 Gold *(see below)*

Special Rules

• **Opening Builds:** During Set Up only, Orc Armies and Heroes may be built in (not adjacent to) Razed Settlements. All other Opening Builds must appear in Orc Entry Hexes.

• **Orc War Chest:** During Year One, the Orcs gain 8 gold during each of their Income Actions Steps (6.1).

Set Up Second

The Oathborn

Starting Income	11
Opening Builds	25 Gold +1 Hero

Special Rules

• Oathborn Miner Armies may set up in Mine hexes within 2 hexes of any Oathborn Settlement.

Player's Note: The Oathborn player may remove Razed markers from *welcoming* Settlements to increase Oathborn income and gain additional build locations (4.10.2), but be wary! Unrazed Settlements will attract the attention of hungry Orcs.

Scenario Special Rules

• After the Oathborn player has placed his or her 4 Control Markers, place a Razed marker in each Non-City Settlement not controlled by the Oathborn *(including Settlements Loyal to Fjordland, Mara Mitai and the Empire).*

• Cities: The Imperial City of ***Placidia*** is prohibited to both players (8.2). The Army of the Night City ***Spire of the Moon*** is a Lair (15.1).



Warlord Szark

Victory Conditions

The Oathborn win an instant victory if the Orcs collapse, or if, at the end of either Season of Year 2 there are no Orc Control Markers 5 or more hexes from an Orc Entry Hex (*Mangut* is 6 hexes away for example). If there is no Oathborn instant win, the Orc player wins at the end of the game.

SPOTLIGHT
By John Wick Presents

7TH SEA

Talk Like A Pirate

On And Off The Table!

John Wick Presents

7TH SEA RPG: 2ND EDITION - CORE RULEBOOK HARDCOVER

JWP 7000 ..... $59.99 | Available Now!

What will come as great news to some, is that September 19th is *International Talk Like A Pirate Day* — we assure you, we're not making it up! There is no better way to truly get into the spirit of talking like a pirate in public than by first easing into it at the game table with the swashbuckling storytelling game of high adventure — *7th Sea*!

Since its launch, *7th Sea* has become a beloved darling of the TTRPG world, often cited as having "the mechanics of an indy game with the production value of a big publication", due to its high-grade art, evocative writing, and unique mechanics that focus primarily on telling a heroic story where the players often have as much influence on the world as the GameMaster.

The world of *7th Sea* is much like our own as it was in the 18th and 19th centuries, but with a dash of magic and otherworldliness that take what will be familiar locales into a wondrous world of epic adventure. Fans of classic films like *The Princess Bride, The Three Musketeers* and *Pirates of the Caribbean* will find themselves very much at home in the world of *7th Sea*.





Getting started with the game is easy: the *7th Sea* core book contains absolutely everything you need for the game, whether you're a player or GM! Expanding beyond that depends very much on where you want your adventure to go! The most recommended book after the core is *Pirate Nations*, which expand rules for playing heroic sailors of the high seas, sworn fealty only to their own black flag. But you want to cross the wide ocean to the new world, and experience the many native cultures of *The Land of 1000 Nations*, or perhaps create original metropolises of your own design with *Cities of Faith and Wonder*.







Each *7th Sea* expansion colors the world of the game with more depth and breadth, adding new character options, abilities, items, and of course countless story hooks. Whether you want to stop into the Asian-inspired lands of *Khitai* for a session or two, or set an entire campaign in the rich and colorful southern Americas of *Lands of Gold and Fire* — if you're passionate about epic heroics and high adventure, *7th Sea* has the depths to keep you entertained for years to come.

GET STARTED WITH THE 7TH SEA CORE RULEBOOK!

A GAME OF HEROES

In *7th Sea*, you are a hero. You are ready to live and die for causes that matter. You will bravely take on a dozen thugs with swords, knives and guns all on your own. You are the trusted knight, a loyal bodyguard or even an adventuring queen herself. You are d'Artagnan, Milady de Winter, the Dread Pirate Roberts, Jack Sparrow, Julie d'Aubigney, and the Scarlet Pimpernel all rolled up in one!

A NARRATIVE SYSTEM LIKE NO OTHER

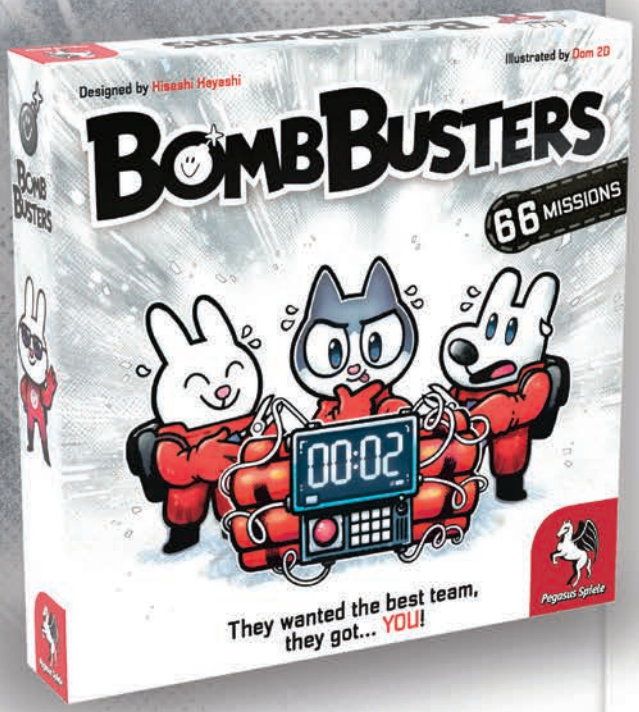
A unique D10-based dice system sees players influence and push the narrative in heroic ways. With the guidance of the Game Master, *7th Sea* presents mechanics that put you in charge of the action, and provides all the tools you need to craft an imaginative, over-the-top adventure with your tongue planted firmly in cheek.



A BREATHTAKING WORLD

Theah is a world of magic, mystery, and intrigue. A version of Europe seen through the lens of sorcery, danger, and high adventure, Theah is a setting that captures the imagination and breeds story seeds. Your heroes can take to the seas and explore the known world, or have them stay in one country and explore the depth and breadth of the setting.

•••



Breathe slowly and remember your training...focus...just cut the blue wire... (a bead of sweat rolls down your face)... wait...I can't tell—is that wire blue or red?

Bomb Busters is an exciting cooperative deduction game for a stalwart team of bomb disposal experts ready to face 66 escalating explosive challenges.

Endlessly replayable, **Bomb Busters** is filled with delightful, pulse-pounding moments as you collaborate to safely navigate each mission's unique challenge and foil the plans of the nefarious villains that seem one step ahead of you at every turn.

Tick tock tick tock...can you defuse the bomb before it's too late?!

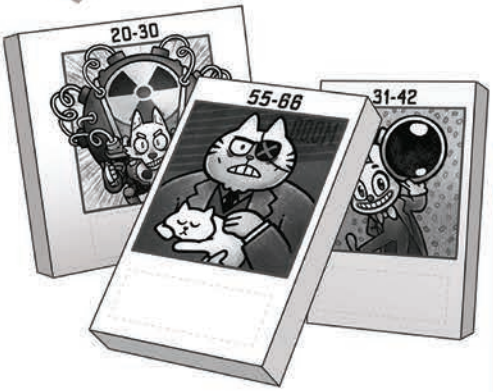


Designed by
Hisashi Hayashi

Illustrated by
Dom 2D







www.pegasusna.com

Pegasus Spiele

PREVIEW
By Mantic Games

HALO FLASHPOINT™

GEARS UP FOR GLOBAL LAUNCH IN FALL 2024

HALO: FLASHPOINT - RECON EDITION

MGE MGHA101 ..... $75.00 | Available Fall 2024!

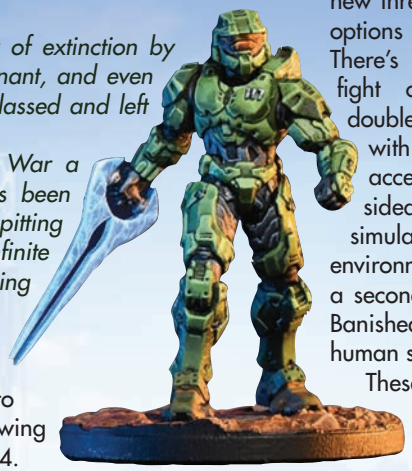
HALO: FLASHPOINT - SPARTAN EDITION

MGE MGHA102 ..... $125.00 | Available Fall 2024!

The year is 2560.

Humanity was forced to the brink of extinction by the alien alliance known as the Covenant, and even in victory many of our worlds were glassed and left in ruins.

From the ashes of the Covenant War a new generation of super-soldiers has been trained in the War Games simulation, pitting Spartan fire teams against an almost infinite combination of potential threats - including each other.



Mantic Games and 343 Industries are delighted to launch the officially licensed Halo tactical miniatures game to international retail later this year, following the game's announcement in early 2024. *Halo: Flashpoint* players will begin their journey in the War Games combat arena, bringing a range of classic Halo game modes, troop types, and weapons to life on the tabletop. Get ready to discover an exciting game that's easy to learn, challenging to master, and rewards cool thinking under fire!

Mantic Games have created a compelling and fast-paced miniatures game that can be played within minutes of opening the box, allowing fans to jump into the genre with ease – whether they are already tabletop gamers or not. Miniatures are pre-assembled and pre-coloured to show their teams, and the slot-together terrain and arena mat come detailed with stunning full-colour artwork. Loadouts and character stats are included on unit cards for quick reference in-game, and an elegant grid-based system for movement and shooting makes it easy to assess the board and formulate next moves.

On the theme of welcoming all players to this new system, *Halo: Flashpoint* will be launching with a choice of two starter sets: the *RECON EDITION* and the *SPARTAN EDITION*.





The *RECON EDITION* is a traditional starter box, and comes complete with a pair of four-strong fireteams of UNSC Spartans, ready to do battle in the war games arena! They'll be fighting over a set of easy-assembly terrain and a full-colour play mat. The game also comes with a full rulebook, and all the dice, tokens, and cards you'll need to bring classic game modes like Slayer, Oddball, and Capture The Flag to life on your tabletop!



The SPARTAN EDITION ups the ante and is the set of choice for both serious miniature game and Halo fans! Now, both players will have eight Spartans to choose from each, all with different weapon loadouts that bring new threats and tactical options to the arena. There's more terrain to fight over including a double-height tower, along with 3D plastic arena accessories, and a double-sided folding arena board to simulate both indoor and outdoor environments. And last but not least, a second faction enters the game – with a four-strong lance of Banished Elites and their exotic alien weaponry ready to oppose the human super-soldiers.



These two fully-featured starter boxes are accompanied at launch by a dice booster, containing extra D8 dice and the game's specially-themed command dice. The results of these rolls in the game can be used to give commands to a fireteam, by being spent on abilities and extra actions.

Gamers wanting to upgrade their war games arena can take advantage of the deluxe terrain box. This set upgrades the card terrain from the starter boxes for a hard plastic set that's perfect for hobbyists and painters. Now you can imagine and build your very own Halo buildings out of modular hard plastic pieces inspired by UNSC facilities across the galaxy (see below), and the versatility of the terrain system allows for enormous creativity and customization.

Mantic Games has also partnered up with The Army Painter to launch a collaborative Paint Set, featuring colours from the high quality Warpaints Fanatic series. These are high-quality acrylic paints with a very pigment-dense formulation that gives excellent coverage and smooth application, and excellent to use as either a seasoned painter or a new starter. Finally, this tempting set is an early opportunity for players to get their hands on the legendary Master Chief himself – fully playable in games of *Halo: Flashpoint*.

With the Q4 retail launch approaching fast, the game's starter sets are expected to be a hot-ticket item for the winter holiday season and pre-ordering is certainly recommended. With ambitious plans for an evolving game, new factions, and organized play, everyone can look forward to a bright future for *Halo: Flashpoint*.

•••

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ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #297
GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.
GTM 297 ..... $3.99

ART FROM PREVIOUS ISSUE

ACES GAMES

SWEET CHERRY PIE VS EVIL RPG: ADVENTURE COOKBOOK
A true Warrie is never short of feats. Five pre-built adventures are collected in this anthology, to which are added those unlocked through the Stretch Goals. With the *Adventure Cookbook*, you'll have no more excuses to avoid the conflict for Omnom Island. Corebook required to play the *Adventure Cookbook*. Scheduled to ship in October 2024.
AGE S003 ..... $12.99





SWEET CHERRY PIE VS EVIL RPG: COREBOOK
Welcome to the Omnomn Island, brave warriors. Even if you've just landed, you've probably already noticed that the world around you has a highly glycemic appearance. Trees with spun sugar foliage, flour deserts, swamps of boiling eggs. And then, of course, theres YOU. The Warries, those who will have to face the demons aiming to devour your beautiful, sweet land. Get ready to take your weapons out of the oven and destroy EVIL! Contains everything you need to play in the world of *Sweet Cherry Pie VS Evil*. Scheduled to ship in October 2024.
AGE S001 ..... $19.99

SWEET CHERRY PIE VS EVIL RPG: GUMMY LANDING
The inhabitants of Gummy Island have landed on the shores of Omnom in search of a land to conquer. Are you ready for a new, gelatinous war? This supplement contains the Gummy Island setting, a dedicated campaign, new equipment for your Warrie and a new bestiary. Something that will hurt your teeth. Corebook required to play Gummy Landing. Scheduled to ship in October 2024.
AGE S002 ..... $15.99



VHS RPG: DEADBREAK
THEY ARE COMING! Can you hear their step and the grinding of hundreds of jaws? They are coming for you and there is nothing you can do to stop them. Grab everything you can to face them and pray you can survive their passage or give up and join the horde. Welcome to Deadbreak, the VHS dedicated to zombie movies. Get ready to face hordes of corpses risen from their graves and zombies infected by parasites under the dreadful yoke of the Lords of the Horde. No shelter is safe from their passage. No amount of ammunition is enough to exterminate them. No night shall be left silent, now that their cries echo in the streets. Scheduled to ship in September 2024.
AGE 0006 ..... $29.99





VHS RPG: REMNANTS
THE GATES HAVE OPENED...The realm of the dead is separated from ours by nothing more than a veil, a thin layer of reality that keeps us (maybe of our own volition) from seeing what lies on the other side. You can, however. You can cross the threshold of the afterlife. Will you be able to face what lurks in there? Welcome to Remnants, the VHS dedicated to ghost movies. Prepare to storm the gates of the afterlife, face its condemned denizens and save your soul from remaining trapped where the dead dwell. No armor can save your soul from the jaws of the damned. No prayer shall stave off their desperate greed. No key shall bring you back home. This is Remnants, and this is the domain of the dead. Scheduled to ship in September 2024.
AGE 0007 ..... $29.99

VHS RPG: TRASHBAG
WHATS THIS STENCH!?...What you are smelling is not a stench, but the smell of trash. Ok, maybe they are the same thing, but it is not just any pile of junk, oh no. It's something carefully assembled to throw you into the deep end of B-movies. It even has the capital B! Welcome to Trashbag, the VHS dedicated to trash movies. Prepare to traverse the gates of, well, common sense and see how far you can lower the bar for a B-movie. Harness the sheer insanity of the trash to, finally, eventually, nonsensically make your way to the credits (so you can also see who directed this bulls**t). No actor shall be better than atrocious. No scenario shall ever be absurd enough. Nobody shall ever have any bloody clue of what in the name of everything holy (and a good bit of what is not) is happening on screen, but this is why it shall be beyond! This is Trashbag, and no matter how hard you scrape, there is no limit to the bottom of the barrel. Scheduled to ship in September 2024.
AGE 0008 ..... $29.99



ARCANE TINMEN



DRAGON SHIELDS: (100) BRUSHED ART - BEETLEJUICE (DISPLAY 10)
ATM 16121 ..... $18.99



DRAGON SHIELDS: (100) MATTE ART SLEEVES - 25TH ANNIVERSARY (DISPLAY 10)
ATM 12120 ..... $25.00

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

DRAGON SHIELDS: (100) BRUSHED ART - HALLOWEEN 2024 (DISPLAY 10)
ATM 12121 ..... $15.49

DRAGON SHIELDS: JAPANESE (60) BRUSHED ART - HALLOWEEN 2024 (DISPLAY 10)
ATM 12612 ..... $9.99



DRAGON SHIELDS: (100) MATTE DUAL ART - 25TH ANNIVERSARY SPECIAL EDITION GREAT WAVE (DISPLAY 10)
ATM 12117 ..... $23.99



DRAGON SHIELDS: (100) MATTE DUAL ART - 25TH ANNIVERSARY SPECIAL EDITION STARRY NIGHT (DISPLAY 10)
ATM 12116 ..... $23.99



DRAGON SHIELDS: PLAYMAT - 25TH ANNIVERSARY (DISPLAY 20)
ATM 20532 ..... $24.99

ARCANE WONDERS



FLORESTA
Welcome to Floresta, a competitive board game set in central Portugal. Immerse yourself in the captivating realm of forest management, where players strive to achieve the best use of the Mediterranean forest while battling recurring wildfires. Plant trees, score points in different locations, promote tourism, nurture local trees, harvest wood, and bring the lynx back to its habitat. Construct watchtowers to control fires, strategically planting trees near them. With every decision shaping the fate of the forest, will you rise above the competition and emerge as the ultimate guardian of this precious ecosystem? Scheduled to ship in November 2024.
AWG DTE19FL $59.99



KRAFTWAGEN: AGE OF ENGINEERING
Despite the fact that the North American automobile industry developed later than in Europe, the innovations in the mass production of vehicles and the immense internal market made the American automobile industry the largest and most powerful in the world. In *Kraftwagen: Age of Engineering*, you will push the development of new engines and bodies with which to launch the best possible range of vehicles on the market, and you will have the opportunity to demonstrate the power of your engines in the first Grand Prix that were held in American territory. Scheduled to ship in November 2024.
AWG AW23KAE $59.99



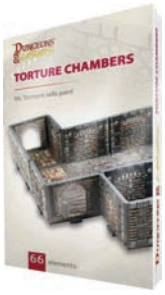
VIDEO GAME CHAMPION
In *Video Game Champion*, players are transported to the nostalgic setting of the early 1990s, where they step into the shoes of children balancing multiple activities such as earning pocket money, studying, and immersing themselves in the captivating world of 16-BIT gaming. From flipping through video game magazines to renting games, asking your parents for gifts and spending hours pushing buttons, the game captures the essence of that era. Mechanically, players navigate through the game by strategically selecting chips from an Action Grid, each activating a corresponding action effect from the column or line. Scheduled to ship in November 2024.
AWG DTE18VGC $59.99

ARCHON STUDIO

DUNGEONS & LASERS
Scheduled to ship in September 2024.



EXPANSION SET - AI CENTER
ACS DNL0021 ..... $27.00



EXPANSION SET - TORTURE CHAMBERS
ACS DNL0029 ..... $27.00



EXPANSION SET - ENGINE ROOM
ACS DNL0022 ..... $27.00



EXPANSION SET - VAULT 7
ACS DNL0019 ..... $27.00



EXPANSION SET - TEMPLE OF THE OPERATORS
ACS DNL0020 ..... $27.00



EXPANSION SET - XENOGENESIS CELL
ACS DNL0003 ..... $27.00



MINIATURES - GHOSTS MINIATURE PACK
ACS DNL0042 ..... $20.00

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



MINIATURES - NPC MINIATURE PACK
ACS DNL0043.....$59.00



MINIATURES - STAGECOACH
ACS DNL0060.....$20.00



STARTER SET - FANTASY
ACS DNL0026.....$56.00



STARTER SET - SEWERS
ACS DNL0044.....$56.00



STARTER SET - THE ELVEN WOODS
ACS DNL0056.....$69.00

RAMPART MODULAR TERRAIN SETS

Scheduled to ship in September 2024.



CITY DEFENDERS MINIATURE PACK
ACS RAM0003.....$59.00



CITY RUINS BITS
ACS RAM0008.....$49.00



VERTICAL EXPANSION
ACS RAM0009.....$69.00



HEROES OF MIGHT AND MAGIC III: THE BOARD GAME
Do you stand beside Queen Catherine Ironfist and vanquish the lurking chaos? Do you help the power-hungry Mutare fulfill her plans and turn her into a dragon? Or, maybe you despise all of this and want, together with Sandro, to cover the whole world with the shadow of death? Move through the beautiful land of Antagarich, plunge into adventures and strategic battles with endless possibilities. Scheduled to ship in August 2024.
ACS HER0001.....$85.00



IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

WOLFENSTEIN

Scheduled to ship in August 2024.



WOLFENSTEIN: THE BOARD GAME

Wolfenstein: The Board Game immerses players in the iconic Castle Wolfenstein, set in an alternate history where the Nazis emerged victorious in World War II. Taking on the roles of B.J. Blazkowicz, Anya Aliwa, Set Roth, Max Hass, and Bombate, players must infiltrate the castle, face off against AI-controlled Nazi adversaries that can range from zombies to mechanized soldiers, and even confron the infamouse Mecha-Hitler from "Wolfenstein 3D." Guiding these characters through challenging missions and exploration, players work together to thwart the sinister plans of Adolf Hitler and his cruel subordinates.

ACS WOLF0001 ..... $120.00



OLD BLOOD EXPANSION

This isn't the first time that BJ has visited Castle Wolfenstein. In 1946, he and Agent One, Richard Wesley, successfully infiltrated the fortress. The objective was simple; grab some intel and get out. What they discovered within the walls of the Castle were unspeakable horrors. Start your campaign in *Castle Wolfenstein* and find a way to escape while Rudi Jger is on your back! Navigate through the streets of Wulfburg and discover what the Nazis are secretly working on!

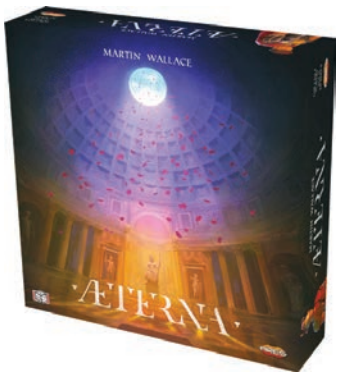
ACS WOLF0002 ..... $60.00



3D TERRAIN KIT

ACS WOLF0004 ..... $110.00

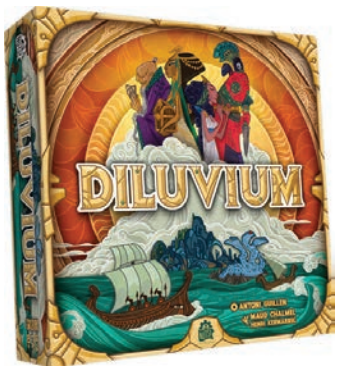
ARES GAMES



AETERNA

In *Aeterna*, the new game designed by Martin Wallace and developed by Ergo Ludo, you will take the role of a Roman Gens (family) that will try to increase its prestige through three Eras: the Roman Kingdom, the Roman Republic, and the Roman Empire. Your goal will be to increase your influence over the city by ruling over the 7 Hills, contributing to the construction of monuments and buildings, and supporting the conquest of the provinces. You must always be careful to keep the citizens happy, as unrest in the Hills under your direct control could put you in a bad light. If you outwit your opponents, your Gens will be remembered in the History books as one of the most important in Rome. Scheduled to ship in November 2024.

AGS AREU007 ..... $64.90



DILUVIUM

In *Diluvium*, a new game by Nuts Publishing, you step into the role of a powerful civilization's leader, navigating the aftermath of a great flood that has reshaped the world. Your goal is to explore and settle the remaining islands, gather resources, and amass gold to ensure your civilization's dominance. Players choose from four actions on their turn: explore, settle, produce, and engage in combat. The game ends when any resource pool is exhausted, and the player with the most gold in their reserves is declared the winner. Each decision you make impacts your civilization's survival and prosperity. cheduled to ship in October 2024.

AGS 22077-DILUVIUMEN $45.00

WASTE KNIGHTS: SECOND EDITION - BEYOND THE HORIZON EXPANSION



Ruined metropolises open ports and tinkerers construct jury-rigged ships to facilitate transport around Australia... and further away. Horrid creatures and new breeds of mutants are spotted around the coast, while the most daring travelers speak of never-before-seen islands or facilities untouched by time, fare out in the ocean, as if waiting to be plundered. It's time to see how much truth is hidden in all those tall tales - ancient treasures and secret places must be heavily guarded... by things landlubbers know nothing of. But you've faced hundreds of monsters and survived all kinds of hardships. There's no one better equipped to travel beyond the horizon! Scheduled to ship in October 2024.

AGS EN-WK2-03 ..... $74.90

THE ARMY PAINTER

FEATURED ITEM



GAMEMASTER: WANDERING MONSTERS

Nothing brings a fantasy world more to life than the creatures that inhabit it. Playing with painted miniatures will level up your whole role-playing experience, bringing your adventure to life on the tabletop in front of you! This monstrous paint set contains a highly detailed troll miniature, a Basecoat Brush, a painting guide, and 15 essential Warpaints Fanatic colours for painting foul monsters of all shapes and sizes.

TAP GM1009 ..... $49.99

SPOTLIGHT ON



WET PALETTE: HYDRO BUNDLE

The Wet Palette Hydro Bundle combines our fan-favourite Wet Palette with a convenient refill package, all in one set! The Wet Palette is a must-have for miniature painters as it keeps your paints hydrated and workable for extended periods of time. This means you can work on your models and miniature figures for longer without having to constantly remix or waste paint. It is also the perfect tool for colour blending and mixing your own colours.

TAP TL5055 ..... $44.98

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WET PALETTE: WARGAMERS EDITION - HYDRO PACK
Refresh your *Wargamers Edition Wet Palette* with this Hydro Pack! A complete refill package that includes 50 Hydro Sheets and 2 anti-mould treated Hydro Foams, specially designed for the Wargamers Edition Wet Palette. Essential for painting miniatures, ensuring optimal moisture for your paints, keeping them fresh and ready between sessions, and making colour mixing effortless. Ample sheets and foams minimize the need for frequent replacements. Keeps paints moist and workable, saving time and reducing waste.
TAP TL5058 ..... $15.99

BANDAI CO.

SPOTLIGHT ON DIGIMON CARD GAME

DIGIMON TCG: DIGIMON CHAIN OF LIBERATION BOOSTER DISPLAY (24) (EX-08)
Many characters from the ongoing webcomic *Digimon Liberator* are featured in this boosters card lineup including protagonist Shoto Kazamas new trump card MedievalGallantmon along with new Tamers and their partner Digimon. Will you digivolve these new Digimon from *Digimon Liberator*? Two powerful families of Digimon appearing in the virtual pet line Digimon Pendulum are also invading the card lineup. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2770845..... PI

FEATURED ITEM

ONE PIECE CARD GAME

ONE PIECE TCG: BOOSTER DISPLAY (24) (OP-10)
The Donquixote Pirates are now available in new colors, opening up a range of new strategies! This pack shines the spotlight on characters from the Punk Hazard arc. It also features many cards that strengthen Land of Wano and ODYSSEY type cards. New and existing cards can be combined to build powerful decks! New cards are powerful enough to compete with experienced players. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2765985..... PI

SPOTLIGHT ON ONE PIECE CARD GAME

ONE PIECE TCG: TIN PACK SET V1 DISPLAY (12) (TS-01)
This time the Double Pack set is changing to a Tin Set! The product's tin will come in 2 designs that will appeal to more consumers. Each set will include 2 randomly selected DON!! cards with exclusive designs, encouraging multiple purchases to collect them all! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2761908..... PI

ONE PIECE TCG: ULTRA DECK EX GEAR 5 DISPLAY (6) (ST-21)
Luffy now has a Leader card featuring his GEAR5 form along with the rest of the Straw Hat Crew and other popular characters! This set not only includes the constructed deck but special sleeves too. It even comes with a Bonus Pack that contains Starter Deck cards in a special design! It is also loaded with cards that can strengthen various decks. This product can also be used as the foundation for decks, allowing newcomers to quickly catch up to experienced players. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2758600..... PI

SPOTLIGHT ON TRADING CARD GAME UNION ARENA

UNION ARENA TCG: DEMON SLAYER - KIMETSU NO YAIBA BOOSTER DISPLAY (16) (UE05BT)
Demon Slayer: Kimetsu no Yaiba joins UNION ARENA. This addition includes the Entertainment District Arc and more! The new illustration cards feature the 5 who saved the day in the Swordsmith Village Arc: Tanjiro Kamado, Nezuko Kamado, Muichiro Tokito, Mitsuri Kanroji, and Genya Shinazugawa. The card lineup even includes important characters like Kyojuro Rengoku, Tengen Uzui, and Muzan Kibutsuji at high rarities! You can make a deck that recreates Tanjiro and Nezukos joint attack, makes use of the unique abilities of the Hashira, or recreates Muzan Kibutsujis overwhelming power. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2771342..... PI

UNION ARENA TCG: DEMON SLAYER - KIMETSU NO YAIBA STARTER DISPLAY (6) (UE05ST)
The game play recreates the story and characters moves, making it a design that is easy for even series fans that have not played a trading card game before to start playing! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2771340..... PI

BANDAI NAMCO TOYS & COLLECTIBLES AMERICA

BANDAI MOVIE MONSTER SERIES
Scheduled to ship in September 2024.



ANGUIRUS (2004)
BNT 92185 ..... $19.99



GIGAN 2004
BNT 92179 ..... $19.99



BURNING GODZILLA
BNT 92178 ..... $19.99



GODZILLA 1954
BNT 92181 ..... $19.99



DESTOROYAH
BNT 92175 ..... $19.99



GODZILLA 2004
BNT 92180 ..... $19.99

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GODZILLA 2019
BNT 92171 ..... $19.99



GODZILLA 2023 (MINUS ONE)
BNT 92251 ..... $24.99

GODZILLA 2023 (ODO ISLAND VERSION)
BNT 92252 ..... $24.99



GODZILLA 2024 (HOLLYWOOD)
BNT 92255 ..... $24.99



HEDORAH
BNT 92176 ..... $19.99



KING GHIDORAH 2019
BNT 92173 ..... $19.99



KONG 2024 (HOLLYWOOD)
BNT 92256 ..... $24.99



MANDA 2004
BNT 92183 ..... $19.99



MECHAGODZILLA (HEAVILY ARMED)
BNT 92177 ..... $19.99



MECHAGODZILLA 2002
BNT 92172 ..... $19.99



MECHAGODZILLA 2004
BNT 92182 ..... $19.99



MEGAGUIRUS
BNT 92184 ..... $19.99



MILLENIUM GODZILLA
BNT 92174B..... $19.99

BANDAI SPIRITS

Scheduled to ship in January 2025.



BANPRESTO WORLD COLLECTABLE FIGURE - ONE PIECE, MONKEY D. LUFFY GEAR5 SPECIAL -METALLIC COLOR VER.- DISPLAY (12)
BNT BPR89861 ..... $144.00



BANPRESTO WORLD COLLECTABLE FIGURE - ONE PIECE, ONE PIECE (TBA) DISPLAY (12)
BNT BPR89846 ..... $144.00



BANPRESTO WORLD COLLECTABLE FIGURE LOG STORIES - ONE PIECE, MONKEY D. LUFFY & ENEL
BNT BPR89838 ..... $27.00



ICHIBANSHO FIGURE - YU-GI-OH!, OBELISK THE TORMENTOR (EGYPTIAN GOD)
BNT BAS67006 ..... $70.00



ICHIBANSHO FIGURE - YU-GI-OH!, SLIFER THE SKY DRAGON (EGYPTIAN GOD)
BNT BAS67007 ..... $70.00



ICHIBANSHO FIGURE - YU-GI-OH!, THE WINGED DRAGON OF RA (EGYPTIAN GOD)
BNT BAS67005 ..... $70.00



MASTERLISE ICHIBANSHO FIGURE - ONE PIECE, BOA. HANCOCK (MEMORY OF HEROINES)
BNT BAS67058 ..... $50.00



MASTERLISE ICHIBANSHO FIGURE - ONE PIECE, BOA. HANCOCK ANOTHER VER. (MEMORY OF HEROINES)
BNT BAS67062 ..... $50.00



MASTERLISE ICHIBANSHO FIGURE - ONE PIECE, LILITH (MEMORY OF HEROINES)
BNT BAS67061 ..... $40.00

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MASTERLISE ICHIBANSHO FIGURE - ONE PIECE, MONKEY D. LUFFY (ROAD TO KING OF THE PIRATES)
BNT BAS67025 ..... $50.00



MASTERLISE ICHIBANSHO FIGURE - ONE PIECE, MONKEY D. LUFFY GEAR 5 (ROAD TO KING OF THE PIRATES)
BNT BAS67029 ..... $55.00



MASTERLISE ICHIBANSHO FIGURE - ONE PIECE, MONKEY D. LUFFY GEAR 2 (ROAD TO KING OF THE PIRATES)
BNT BAS67026 ..... $50.00



MASTERLISE ICHIBANSHO FIGURE - ONE PIECE, PERONA (MEMORY OF HEROINES)
BNT BAS67060 ..... $50.00



MASTERLISE ICHIBANSHO FIGURE - ONE PIECE, MONKEY D. LUFFY GEAR 3 (ROAD TO KING OF THE PIRATES)
BNT BAS67027 ..... $50.00



MASTERLISE ICHIBANSHO FIGURE - ONE PIECE, STUSSY (MEMORY OF HEROINES)
BNT BAS67059 ..... $40.00



MASTERLISE ICHIBANSHO FIGURE - ONE PIECE, MONKEY D. LUFFY GEAR 4 (ROAD TO KING OF THE PIRATES)
BNT BAS67028 ..... $55.00

ENSKY

Scheduled to ship in December 2024.



ARTBOARD JIGSAW - POKÉMON, PKATB-02 GOOD FRIENDS
BNT ENS51850 ..... $42.00



ARTBOARD JIGSAW - POKÉMON, PKATB-04 POKÉMON COOKING
BNT ENS51852 ..... $42.00



IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



JIGSAW PUZZLE - POKÉMON, PK208-AC01 208 ART CRYSTAL JIGSAW - EEVEE EVOLUTIONS
BNT ENS51848 ..... $18.00



PAPER THEATER - POKÉMON, PK-009 HEART COSME DISPLAY (6)
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BNT ENS51759 ..... $120.00



PAPER THEATER - POKÉMON, PK-L02 EEVEE EVOLUTIONS 2 DISPLAY (6)
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BNT ENS51761 ..... $180.00



PAPER THEATER - POKÉMON, PK-L06 POKÉMON COMIC DISPLAY (6)
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BNT ENS51765 ..... $180.00





PAPER THEATER - POKÉMON, PK-W01 WOODSTYLE POKÉMON PIKACHU FOUND (6)
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BNT ENS51766 ..... $120.00



PUZZLE - POKÉMON, PK1000T-01 1000P PUZZLE - LOOKING UP AT THE STARS
BNT ENS51846 ..... $43.00



PUZZLE - POKÉMON, PK1000T-02 1000P PUZZLE - LET'S MAKE IT TOGETHER PIKACHU BLOCKS
BNT ENS51847 ..... $36.00



PUZZLE - POKÉMON, PK108-L02 108LP PUZZLE - OUTING TO THE CITY
BNT ENS51839 ..... $20.00

PUZZLE - POKÉMON, PK108-L03 108LP PUZZLE - POKÉMON CRAYON ART
BNT ENS51840 ..... $20.00



PUZZLE - POKÉMON, PK500T-L01 500P PUZZLE - MOSAIC ART R - PIKACHU
BNT ENS51844 ..... $40.00



PUZZLE - POKÉMON, PK500T-L02 500P PUZZLE - MOSAIC ART R - EEVEE
BNT ENS51845 ..... $40.00

MARUSHIN BLANKETS

Scheduled to ship in November 2024.



KIKI'S DELIVERY SERVICE - JIJI 3D SILHOUETTE BLANKET
BNT MAR88017 ..... $35.00



KIKI'S DELIVERY SERVICE - JIJI BREAD AND JIJI FAUX SHERPA BLANKET
BNT MAR92961 ..... $35.00



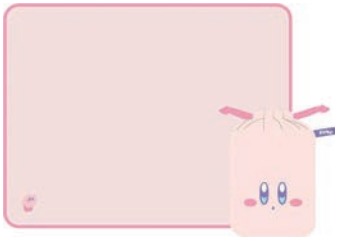
KIKI'S DELIVERY SERVICE - JIJI GRAPE GARDEN BLANKET
BNT MAR71145 ..... $30.00



KIKI'S DELIVERY SERVICE - JIJI IN THE FLOWERING GRADEN LONG BLANKET
BNT MAR76826 ..... $30.00

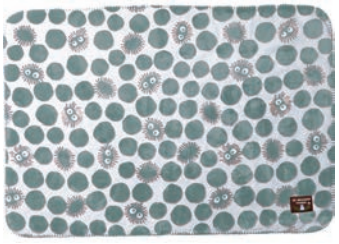


KIRBY - FANCY KIRBY
BNT MAR88040 ..... $17.00



KIRBY - KIRBY FACE BLANKET WITH DRAWSTRING BAG
BNT MAR87922 ..... $25.00

KIRBY - KIRBY AND WADDLE DEE
BNT MAR88100 ..... $17.00



MY NEIGHBOR TOTORO - SOOT SPRITE 3D SILHOUETTE BLANKET
BNT MAR88016 ..... $35.00



MY NEIGHBOR TOTORO - TOTORO 3D SILHOUETTE BLANKET
BNT MAR88015 ..... $35.00



MY NEIGHBOR TOTORO - TOTORO FOREST BUS STOP LONG BLANKET
BNT MAR74226 ..... $30.00

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MY NEIGHBOR TOTORO - TOTORO FOUND STRAWBERRY - FAUX SHERPA BLANKET
BNT MAR92958 ..... $35.00

MEGAHOUSE

Scheduled to ship in February 2025.

MEGA CAT PROJECT - NYAN PIECE NYAN! VER. LUFFY & PARAMOUNT WAR OF MARINEFORD DISPLAY (8)
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BNT MGH84960 ..... $80.00

MEGA CAT PROJECT - NYANTO! THE BIG SERIES NYARUTO REBOOT GAARA
BNT MGH84069 ..... $35.00

MEGA CAT PROJECT - NYANTO! THE BIG SERIES NYARUTO REBOOT IRUKA UMINO
BNT MGH84071 ..... $35.00

MEGA CAT PROJECT - NYANTO! THE BIG SERIES NYARUTO REBOOT ITACHI UCHIHA
BNT MGH84068 ..... $35.00

MEGA CAT PROJECT - NYANTO! THE BIG SERIES NYARUTO REBOOT SHIKAMARU NARA
BNT MGH84070 ..... $35.00

MEGA CAT PROJECT - NYARUTO! VER. BREAK OUT! FOURTH GREAT NINJA WAR (REPEAT) DISPLAY (8)
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BNT MGH83979 ..... $72.00

MEGATOON - YU-GI-OH!, BLUE EYES WHITE DRAGON
BNT MGH84125 ..... $50.00

MEGATOON - YU-GI-OH!, OBELISK THE TORMENTOR
BNT MGH84126 ..... $50.00

NANOBLOCK: YU-GI-OH! - YU-GI-OH! DUEL MONSTERS

Scheduled to ship in December 2024.



BLACK LUSTER SOLDIER
BNT NAN22678..... $15.00



BLUE-EYES WHITE DRAGON
BNT NAN22677..... $15.00



DARK MAGICIAN
BNT NAN22670..... $15.00



SETO KAIBA
BNT NAN22669..... $15.00



SUMMONED SKULL
BNT NAN22679..... $15.00



YAMI YUGI
BNT NAN22668..... $15.00

BEZIER GAMES



SILVER EYE (STAND ALONE OR EXPANSION)
Your village has been overrun by savage werewolves, which are represented by the number on each of the cards that make up your village. To get rid of these fanged fiends faster than the neighboring villages, use your residents' special abilities and your powerful secret weapon: a silver eye. Call for a vote when you think you have the fewest werewolves, but be careful as everyone else gets one more turn to save their own village first... *Silver Eye* is a fast and engaging traditional card game with a werewolf twist! Scheduled to ship in November 2024.
BEZ SLVE $24.95



SILVER FANG (STAND ALONE OR EXPANSION)
Your village has been overrun by savage werewolves, which are represented by the number on each of the cards that make up your village. To get rid of these fanged fiends faster than the neighboring villages, use your residents' special abilities and your powerful secret weapon: a silver fang. Call for a vote when you think you have the fewest werewolves, but be careful as everyone else gets one more turn to save their own village first... Silver Fang is a fast and engaging traditional card game with a werewolf twist! Scheduled to ship in November 2024.
BEZ SLVF $24.95

BLACK LAB CREATIONS

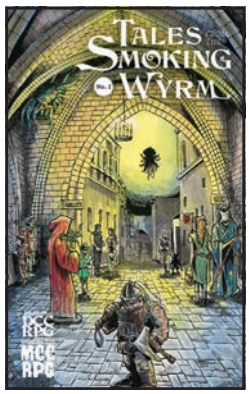


LOYALTY OR LIBERTY?
Loyalty or Liberty? is a detailed and highly customizable deckbuilding tactical war game of the American War of Independence. In allowing characters to partake in hypothetical battle scenarios (or maybe even recreate historical small scale ones), it is the product of many years of hard work trying to construct a card game which strikes a balance between casual and hardcore rules systems, historical accuracy, and financial expense, while still providing a fun wargaming experience. Scheduled to ship in October 2024.
BLC 1000 ..... $60.00

BLIND VISIONARY PUBLICATIONS



TALES FROM THE SMOKING WYRM: #001 (DCC)
Every reaver, cutpurse, or heathen-slayer needs a little inspiration from time to time. Tales from the Smoking Wyrm provides plenty of options, ideas, and strategies for customizing your *Dungeon Crawl Classics* games. Issue 1 is 58 pages long, featuring a new patron, ritual magic, and many other articles to keep the game fresh and new! This issue is 5x8 saddle-stitched format and is printed in two-color with a full-color cover, on thick premium stock.
GMG SWM001 ..... $20.00



TALES FROM THE SMOKING WYRM: #002 (DCC)
Tales from the Smoking Wyrm issue 2 is 66 pages long, and features a new patron, new class, and more ritual magic suitable for any *Dungeon Crawl Classics* or *Mutant Crawl Classics* games! This issue is 5x8 saddle-stitched format and is printed in two-color with a full-color cover, on thick premium stock.
GMG SWM002 ..... $20.00

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TALES FROM THE SMOKING WYRM: #009 (DCC)
Tales from the Smoking Wyrm Issue 9 is 60 pages long, and features great art, a new patron, new adversaries, and new herbs for players and judges alike to enjoy in their *Dungeon Crawl Classics* or *Mutant Crawl Classics* games! This issue is 5x8 saddle-stitched format and is printed in two-color with a full-color cover, on thick premium stock.
GMG SWM010.....$20.00

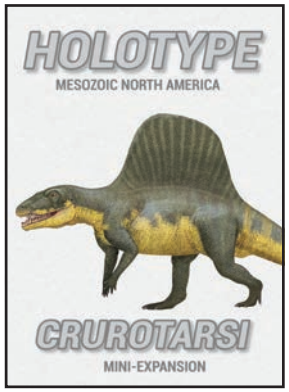
BLOAT GAMES

SPOTLIGHT ON

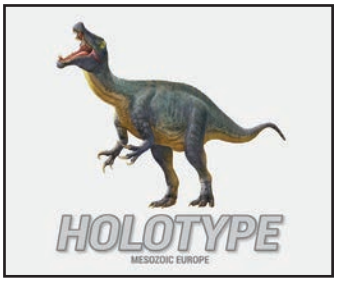


EVOLVED - SUPER HEROIC TIME TRAVEL ROLEPLAYING GAME (DCC)
Evolved is a superhero tabletop roleplaying game where players take on the roles of super-powered heroes who must use these powers to fight for their survival across two timelines, the modern day and the near future post-apocalyptic future. All the rules for creating characters, playing the game, setting information, evolved powers, equipment, and adversaries are all fully detailed.
GMG BGX-01000.....$69.99

BREXWERX GAMES



HOLOTYPE: CRUROTARSI MINI-EXPANSION
Add crocodiles to your copy of *Holotype: Mesozoic North America*! New Crurotarsi Specimens and their related Objectives! New Field Expeditions and Bone Beds cards! And a brand new Milestone!
BXW 150.....$7.95



HOLOTYPE: MESOZOIC EUROPE
Holotype: Mesozoic Europe adds a whole new continent of Dinosaurs, Marine Reptiles, and Pterosaurs. It also introduces ancient Crocs with the new Specimen type of Crurotarsi. New mechanics like Focus Boards, Bone Beds and new Milestones allow players to have additional goals and choices while discovering all new specimens and formations specific to the continent of Europe.
BXW 140.....$24.95

BROTHERWISE GAMES

SPOTLIGHT ON



MISTBORN DBG
Based on the hit *Mistborn* novel series by acclaimed author Brandon Sanderson, *Mistborn: The Deckbuilding Game* takes players into the exciting and dangerous world of Scadrial where heroes and villains harness the powers of metals to perform feats of magic and might! Designed by famed designer John D Clair, Mistborn players get to control iconic characters from the series and burn metals to unlock Allomantic powers in fast-paced battles. *Mistborn* is a standalone deck-building game in which you purchase cards as you play to build and improve your deck. You'll then use your metals to activate cards; each metal has its own strengths: damaging opponents, earning mission points, and manipulating allies. There are multiple ways to win!
BGM 849.....$44.95

BRUEH GAMES



NIGHT PARADE OF A HUNDRED YOKAI: CURSED THRONE EXPANSION
It has been 200 years since the king disappearance. After King Enma vanished, the yokai clans stormed the streets parading in the night for souls. Many tried to rule over us, but their reign never lasted more than a couple decades. You see, the throne is cursed and it feasts on the ruler's power. and the weaker they get, the more our magic fades away. Soon the gates to the spirit realm will be forever closed, and our legend forgotten... Are you ready to lead our rebellion? Scheduled to ship in October 2024.
GGC NIGHT-04.....$39.99



NIGHT PARADE OF A HUNDRED YOKAI: MOONLIGHT WHISPERS EXPANSION
Expansion for *Night Parade of a Hundred Yokai*- 2 New Asymmetric Clans: Tanuki Kappa- New Abilities: Change and Hide- The Whisper Islands - There are legends, even among the Yokai, of beings so unique and powerful that even the Yokai King himself could neither control nor banish them. The Daiyokai, whose names should never be uttered aloud, are enigmatic creatures. But beware, for they have their own agendas and are loyal to no one. Scheduled to ship in October 2024.
GGC NIGHT-02.....$24.99

CATALYST GAME LABS

BATTLETECH: ENCOUNTERS BATTLETECH
A new push-your-luck dice game where you take on the roll of mercenary commands, taking contracts around the Inner Sphere - achieve victory by gaining the highest Reputation! Scheduled to ship in November 2024.
CAT 37000.....$24.99



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BATTLETECH: LEGENDS II (STANDARD EDITION)
Legends II profiles the Inner Sphere's most famous (or notorious) MechWarriors, and their BattleMechs. Scheduled to ship in December 2024.
CAT 35703.....$50.00



BATTLETECH: MAP PACK - CITIES
Created using new art in the brilliant aesthetics of the new box sets and other MapPacks, these six double-sided maps - providing twelve brand-new battlefields - include a variety of terrain elements that deliver interesting savannah-themed battlefields for players of every skill level. Each map is 17" x 22", paper, and may be placed side-on or edge-on with other maps for expanded battlefields. Scheduled to ship in December 2024.
CAT 35155.....$35.00



BATTLETECH: MAP PACK - SAVANNAHS
Created using new art in the brilliant aesthetics of the new box sets and other MapPacks, these six double-sided maps - providing twelve brand-new battlefields - include a variety of terrain elements that deliver interesting savannah-themed battlefields for players of every skill level. Each map is 17" x 22", paper, and may be placed side-on or edge-on with other maps for expanded battlefields. Scheduled to ship in October 2024.
CAT 35156.....$30.00

FEATURED ITEM



BATTLETECH: MERCENARIES BOX SET
Whether wet-behind-the-ears recruits or grizzled veterans, mercenaries are the wild card that can tip the balance in combat. These MechWarriors run the razor's edge between immortality and destruction, and possess the elite skills and the right amount of luck to snatch victory from the jaws of defeat. Will you join an existing unit, or try to carve out your own place in the universe? The Mercenaries box include 8 high-quality, fully assembled BattleMechs, along with 4 vehicles of the same quality. It also includes a primer on the *BattleTech* universe, rulebook, punch-out tokens, game maps, pilot cards, and Battlefield Support cards. Scheduled to ship in October 2024.
CAT 35031.....$74.99

SPOTLIGHT ON



BATTLETECH: MERCENARIES FORCEPACK - BATTLEFIELD SUPPORT ASSAULT & CAVALRY LANCES
Our high-quality, affordable, read-to-play plastic miniatures ForcePacks are the heart and soul of *BattleTech*. Each re-imagined miniature retains the core of each 'Mech's identity grounded in the original artist expression and lore we al love, carefully updated with modern aesthetics. Assault & Calvary - 2 Demolisher Heavy Tanks, 2 Schrek PPC Carriers, 2 Condor Heavy Hover Tanks, and 2 Pegasus Scout Hover Tanks. Scheduled to ship in October 2024.
CAT 35756.....$40.00

SPOTLIGHT ON



BATTLETECH: MERCENARIES FORCEPACK - BATTLEFIELD SUPPORT RECON & HUNTER LANCES
Our high-quality, affordable, read-to-play plastic miniatures ForcePacks are the heart and soul of BattleTech. Each re-imagined miniature retains the core of each 'Mech's identity grounded in the original artist expression and lore we al love, carefully updated with modern aesthetics. Recon & Hunter - 2 Skulker Wheeled Scout Tanks, 2 Warrior H7 Attack Helicopters, 2 Behemoth Heavy Tanks, and 2 Ontos Heavy Tanks. Scheduled to ship in October 2024.
CAT 35753.....$40.00

SPOTLIGHT ON



BATTLETECH: MERCENARIES FORCEPACK - BATTLEFIELD SUPPORT BATTLE & FIRE LANCES
Our high-quality, affordable, read-to-play plastic miniatures ForcePacks are the heart and soul of BattleTech. Each re-imagined miniature retains the core of each 'Mech's identity grounded in the original artist expression and lore we al love, carefully updated with modern aesthetics. Battle & Fire - 2 Manticore Heavy Tanks, 2 Vedette Medium Tanks, 2 LRM Carriers, and 2 SRM Carriers with enough turrets to make four of either one. Scheduled to ship in November 2024.
CAT 35759.....$40.00

SPOTLIGHT ON



BATTLETECH: MERCENARIES FORCEPACK - CLAN CAVALRY STAR
Our high quality, affordable, read-to-play plastic miniatures ForcePacks are the heart and soul of BattleTech. Each re-imagined miniature retains the core of each 'Mech's identity, grounded in the original artist expression and lore we all love, carefully updated with modern aesthetics. Choices are - The Clans Calvary Star and Clans Direct Fire Star. Calvary Star - Black Python, Shadow Hawk IIC, Griffin IIC. Jenner IIC, and Locust IIC. Direct Fire Star - Kracken, Highlander IIC, Phoenix Hawk IIC, Grizzly, and Rifleman IIC. Scheduled to ship in October 2024.
CAT 35755.....$35.00

SPOTLIGHT ON



BATTLETECH: MERCENARIES FORCEPACK - INNER SPHERE BATTLE ARMOR PLATOON
Our high-quality, affordable, read-to-play plastic miniatures ForcePacks are the heart and soul of BattleTech. Each re-imagined miniature retains the core of each 'Mech's identity grounded in the original artist expression and lore we all love, carefully updated with modern aesthetics. Scheduled to ship in December 2024.
CAT 35761.....$30.00

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SPOTLIGHT ON



BATTLETECH: MERCENARIES FORCEPACK - INNER SPHERE RECON LANCE

Our high-quality, affordable, read-to-play plastic miniatures ForcePacks are the heart and soul of BattleTech. Each re-imagined miniature retains the core of each 'Mech's identity grounded in the original artist expression and lore we all love, carefully updated with modern aesthetics. Scheduled to ship in October 2024.

CAT 35751.....$30.00

SPOTLIGHT ON



BATTLETECH: MERCENARIES FORCEPACK - INNER SPHERE SECURITY LANCE

Our high-quality, affordable, read-to-play plastic miniatures ForcePacks are the heart and soul of BattleTech. Each re-imagined miniature retains the core of each 'Mech's identity grounded in the original artist expression and lore we all love, carefully updated with modern aesthetics. Scheduled to ship in November 2024.

CAT 35754..... $30.00

SPOTLIGHT ON



BATTLETECH: MERCENARIES FORCEPACK - SOMERSET STRIKERS

Our high-quality, affordable, read-to-play plastic miniatures ForcePacks are the heart and soul of BattleTech. Each re-imagined miniature retains the core of each 'Mech's identity grounded in the original artist expression and lore we all love, carefully updated with modern aesthetics. Scheduled to ship in December 2024.

CAT 35779..... $35.00



BATTLETECH: SALVAGE BOX - BATTLEFIELD SUPPORT DISPLAY (9)

Each Salvage Box contains one fully-assembled miniature. They are assembled and unpainted. Scheduled to ship in October 2024.

CAT 36014.....$108.00

SPOTLIGHT ON



BATTLETECH: SALVAGE BOX - MERCENARIES DISPLAY (9)

Each Salvage Box contains one fully-assembled miniature. They are assembled and unpainted. Scheduled to ship in October 2024.

CAT 36016..... $72.00



BATTLETECH: SALVAGE BOX - VISIGOTH DISPLAY (9)

Each Salvage Box contains one fully-assembled miniature. They are assembled and unpainted. Scheduled to ship in November 2024.

CAT 36010.....$72.00

SPOTLIGHT ON

BATTLETECH: TECHNICAL READOUT - RECOGNITION GUIDE VOLUME 2 - ILCLAN



Recognition Guide, Vol. 2: ilClan collects some of these brand-new Inner Sphere and Clan BattleMechs and vehicles, bristling with the latest technology to push the envelope on modern battlefields. This volume is the companion to *Recognition Guide, Vol. 1: Classics*, and contains material originally published in the bestselling PDF-only BattleTech Recognition Guide: ilClan series.

CAT 35129.....$39.99



SHADOWRUN RPG: 6TH EDITION - FINAL BETS

The Sixth World is full of great cities to stage a campaign, and Final Bets brings players to Paris for a fast-moving, espionage-heavy campaign. They'll discover and trade secrets, help shift alliances, and otherwise try to keep up with the powers that move the city. This book provides a campaign structure for any *Shadowrun* group.

CAT 28405.....$49.99



SHADOWRUN RPG: FIRST EDITION REPRINT (HARDCOVER)

To celebrate *Shadowrun's* 35th anniversary, travel back to where it all started with this *Shadowrun, First Edition* reprint! All the art, text, and tables are there, just as they were in the original printing, but the book has been completely remastered and brought to current printing standards. This reprint is for anyone who wants to remember the book that launched it all! Scheduled to ship in November 2024.

CAT 28800.....$49.99

CHAOSIUM



BASIC ROLEPLAYING: GAMEMASTER PACK

Take your tabletop experience to the next level with this collection of components designed to streamline play. Inside, you'll find: The Gamemaster Screen - A 3-panel landscape screen adorned with gorgeous art on the exterior, and the internal panels laden with tables, references, and summaries of the most common rules in the BRP engine. The screen allows you to keep notes, books, handouts, and dice rolls easily hidden from players during the game. Scheduled to ship in November 2024.

CHA 2037 .....$24 .99

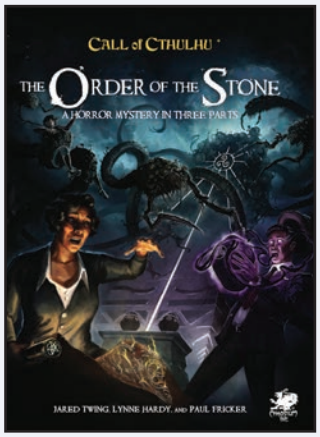


CALL OF CTHULHU: NO TIME TO SCREAM

No Time to Scream contains three short-play scenarios for the *Call of Cthulhu* roleplaying game. Each scenario is perfect for a single evening of mystery and horror, designed to be played in around two hours. A lonely Thread: something is wrong with Professor Thomas. Unfortunately, you didn't know that when you arrived at his charming woodland cabin. Can you act in time to save your friend? . Scheduled to ship in November 2024.

CHA 23185-H.....$29.99

SPOTLIGHT ON



CALL OF CTHULHU: THE ORDER OF THE STONE
In Ireland, an archaeological team unearths an ancient horror, trapped within three stone vessels. The foul entity sets its followers on a journey to free it from its prison, crossing the Atlantic to New England and the backwoods of rural Massachusetts. Can the investigators prevent the liberation of the Ruler of Chaos? Will they discover the secrets of the Order of the Stone? A three-part campaign set in the 1920s, Full suite of resources, maps and handouts, detailed deck plans of the SS Champagne, the setting for the first scenario, six pre-generated investigators. Scheduled to ship in October 2024.
CHA 23160-H.....$42.99

RUNEQUEST RPG: LANDS OF RUNEQUEST - DRAGON PASS
Enter the Domain of Magic and Myth! Within the world of Glorantha lies Dragon Pass, an intensely magical region home to war and wonder, the birthplace of gods. *Lands of RuneQuest: Dragon Pass* is a player and game master expansion for the signature setting of Bronze Age Fantasy. New and expanded Homelands for your RuneQuest Adventurer, including Sartar, Esrolia, Lundar Tarsh, the Grazelands, Wintertop, and the Wilds. The detailed history of Dragon Pass, from the fabled God Time to its occupation by the mighty Lunar Empire. Scheduled to ship in October 2024.
CHA 4037-H.....$44.99



CHESSEX MANUFACTURING



BAG OF 10 COUNTUP&DOWN D20S (2024)
Scheduled to ship in July 2024.
CHX 29019.....$30.00

FESTIVE 7-DIE SETS



MEGA-HEDRAL CIRCUS/BLACK
CHX 22442.....$22.98



MEGA-HEDRAL WATERLILY/WHITE
CHX 22546.....$22.98

MARBLE 7-DIE SET



MEGA-HEDRAL GREEN/DARK GREEN
CHX 22409.....$22.98



MEGA-HEDRAL SAMPLER (12 SETS)
CHX 22112.....$275.76



NEBULA: MEGA-HEDRAL NOCTURNAL/TURQUOISE LUMINARY 7-DIE SET
CHX 22557.....$22.98

SCARAB 7-DIE SET



MEGA-HEDRAL SCARLET/GOLD
CHX 22414.....$22.98

VORTEX 7-DIE SET



MEGA-HEDRAL BRIGHT GREEN/BLACK
CHX 22430.....$22.98

CRYPTOZOIC ENTERTAINMENT



CONAN THE BARBARIAN: TRADING CARDS DISPLAY (24)
Immerse yourself in the epic world of the ultimate barbarian, thief, adventurer, and king! Experience the high adventure and incredible tales of *Conan the Barbarian* in a trading card set featuring decades of unforgettable images from comics published by Marvel Comics and Dark Horse Comics. *Conan the Barbarian Trading Cards* include a 72-card Base Set filled with epic imagery, four uniquely-themed Chase Sets, randomly inserted Autograph Cards featuring on-card signatures from fan favorite artists, and one-of-one Sketch Cards. Scheduled to ship in December 2024. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
CZE CONAN.....$107.25

CUBICLE 7

SPOTLIGHT ON



WARHAMMER 40K WRATH & GLORY RPG: THREAT ASSESSMENT DAEMONS & HERETICS
Threat Assessment: Daemons & Heretics is bursting with new Threats and Challenges for both GMs and players to get excited about. New and experienced GMs alike will find the expansive lore and abundance of new enemies great additions to their existing games or new adventures against the corrupting powers of Chaos. *Threat Assessment: Daemons & Heretics* is a must-have for anyone looking to learn about or bring the corrupting influence of the Dark Gods into their games of *Warhammer 40,000 Roleplay: Wrath & Glory*! Scheduled to ship in November 2024.
CB7 2638.....$39.99

DEVIR AMERICAS

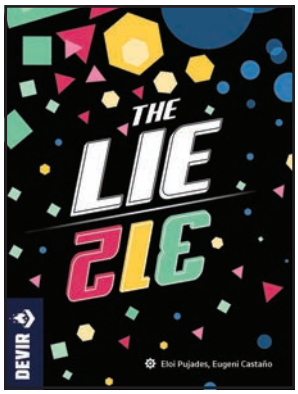
MILLIE FIORI: THE MASTERPIECES EXPANSION
Recruit the help of the authorities, gain influence through their advice, and exhibit your masterpieces! This expansion to *Mille Fiori* adds a new board to the game and new ways to earn points, earning influence with the Doge, and together, adorning master works. Perfect the art of glassmaking and create the most coveted pieces in the world. Scheduled to ship in September 2024.
DVR DEVMILLEMASTER.....$29.99



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PLANTA NUBO
Take care of your garden in the crowns of large trees to generate biomass and oxygen in a unique solarpunk universe. Through tile placement and worker placement mechanics, *Planta Nubo* is a true challenge for the experienced euro gamers that will test your strategic ability. Scheduled to ship in September 2024.
DVR DEVPLANTA.....$69.99



THE LIE POCKET GAME DISPLAY (6)
In *The Lie*, all the cards lie! On one side are numbers from 1 to 4 with different colors. But when you flip them over, something changes, either the color or the number. Stay sharp and try to combine the highest numbers of the same color. The player who manages to finish a round without cards in their hand will get a ton of points. Scheduled to ship in September 2024.
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
DVR DEVTHELIE $71.94



TINCO POCKET GAME DISPLAY (6)
Kung-Fu students, the moment has arrived where you must show the master everything you have learned. The frenetic rhythm of Tinco challenges us to join cards with the same shape or color while sneakily taking fragments of the medallion, in order to climb the tower or harmony. Ready to master the art of kung-fu, or will you flee from the pressure? Scheduled to ship in September 2024.
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
DVR DEVTINCO..... $71.94



VENTURESOME POCKET GAME DISPLAY (6)
Adventurers, the treasure awaits! In this frenzied card game, you recruit a group to take an expedition, hoping to find ancestral artifacts. You must harness the abilities of the members of your expedition and carefully manage all kinds of threats. You must also try to hinder the plans of your rivals, who are lurking to use whatever dirty trick necessary to secure thevictory. Ready for the adventure? Scheduled to ship in September 2024.
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
DVR DEVVENTURESOME $71.94

DRACO IDEAS



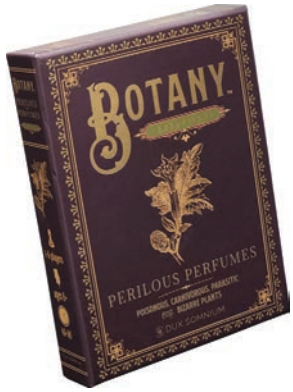
TETRARCHIA: SECOND EDITION
Tetrarchia (Latin of Tetrarchy, leadership of four) is a cooperative game in which 1 to 4 players take the role of the 4 Emperors, fighting the revolts within the Empire and the Barbarian armies that try to bring it down. With simple rules, the core engine leads to very different games and surprising endings. Scheduled to ship in November 2024.
DRA 02000.....$35.00

DRACO STUDIOS



WAR FOR CHICKEN ISLAND: SECOND EDITION
Gather your army, prepare your resources and get ready to fight your opponents to prove who is the rightful ruler of chicken-island!
DAO 41102.....$69.99

DUX SOMINUM



BOTANY: PERILOUS PERFUMES EXPANSION
Poisonous, Carnivorous, Parasitic, and Bizarre Plants! Even more opportunities for sabotage and new plants to collect that have developed unique survival abilities. Scheduled to ship in October 2024.
GGC DUX003 .....$24.99

DV GIOCHI



LOST IN ADVENTURE: THE LABYRINTH
Explore an unknown world and unlock the secrets of each scenery, on card at a time. Your actions determine the outcome of the story; use objects ingeniously, talk to people, and uncover clues, but trust you adventurer's instincts. The ending is up to you.
DVG 9063 .....$18.99



UNTIL PROVEN GUILTY
Objection, your Honor! You have always dreamed of saying this. Your time has finally come! You are a talented rookie lawyer, but with a hitch: you have to replace the colleague in charge of the case and you are already in the courtroom! Will this be your big break or a complete disaster?
DVG 9060 .....$16.99

DYCE GAMES



BAD PEOPLE
Perfect for parties and adult games nights! Vote for your friends with hilarious and savage questions like "Who has done the most 'walks of shame'?", "Most likely to run into a former partner and not remember their name?", "Who gets paid too much for what they do?", "Least likely to be a target for identity theft?" Plus so many next level questions. Scheduled to ship in September 2024.
DYE 1000 .....$19.99



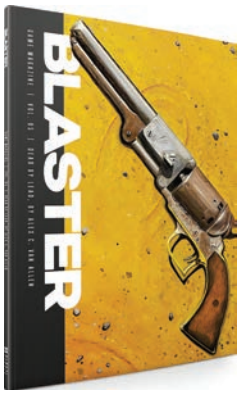
HISTORY CHANNEL: STATS AND FACTS THE GAME
Scheduled to ship in September 2024.
DYE 1705 .....$24.99

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HISTORY CHANNEL: THROUGH THE YEARS THE GAME
Scheduled to ship in September 2024.
DYE 1706 ..... $24.99

ELECTI STUDIO



BLASTER VOL. 5 - DEAD BY LEAD
Dead by Lead is a complete miniature skirmish game set in the lawless town of Bloodstone, offering epic showdowns, campaign play, and a chance to build a legendary gang in the Old West. Featuring stunning graphic design and intuitive mechanics, this immersive game captures heart-pounding shootouts, daring robberies, and high-stakes jailbreaks, all in one magazine format.
GMG ELEB51SC10 ..... $24.99



BLASTER VOL. 6 - SLIP RUNNERS
In *Slip Runners*, players become mercenary pilots racing agile spaceships to reach the Slip Point, an invisible gap between spheres. Using Burn and Turn commands, they navigate with Newtonian physics, balancing speed and maneuvering to collect and escape with the encryption signal before their competitors. Presented in a magazine format with great graphic design, Slip Runners offers an engaging and visually striking gaming experience.
GMG ELEB61SC10 ..... $24.99



BLASTER VOL.7 - ARSENAL
Arsenal is an ultramodern drop-skirmish miniature game set in a not-so-distant future where distant corporations have to make use of mercenary security forces to protect their assets from each other. Games of Arsenal involve a dynamic board state where drop infantry and massive armored suits cause the battle to unfurl across the entire board. Infantry will wither under heavy fire from an MCV and then more will drop in behind them, ready to counter-attack.
GMG ELEB71SC10 ..... $24.99



ETERNOL: 15MM SCI-FI WARFARE ACROSS THE VOID HORIZON
Eternol is an easy-to-pick-up, fully customizable, miniature-agnostic tabletop war game at half scale, designed for 15mm miniatures. Players build and paint their armies to defeat opponents, using ten-sided dice, tokens, and various terrain types on a play area, with the game rules and vibrant graphic design presented in a magazine format.
GMG ELENOL1SC5 ..... $18.99



MIKE HUTCHINSON'S HOBGOBLIN: FORTUNE DECK
Enhance your Hobgoblin experience with the full-color *Hobgoblin Deck* of 66 cards (2.5" x 3.5"), including the Fortune Deck, Abyssal Sorcery Deck, Scenario Deck, and Quick Reference Cards. This deck provides everything you need to dive straight in to the action and keep the game running smoothly.
GMG ELEHB3GC5 ..... $15.49



MIKE HUTCHINSON'S HOBGOBLIN: BRUTAL FANTASY BATTLES
Mike Hutchinson's Hobgoblin is a brutal fantasy wargame that enables players to engage in massive battles in under an hour, featuring intuitive game mechanics that rebuilt "Rank and Flank" from the ground up. Winner of the UK Games Expo Judge's Choice Award for Best Miniatures Rules 2024. Hobgoblin also features the first Indie Tabletop Club rules app making setup and gameplay a breeze.
GMG ELEHB1HC5 ..... $45.00

ELF CREEK GAMES



HONEY BUZZ: THE HONEY POT MINI-EXPANSION
Add a little extra to every part of your *Honey Buzz* experience, including new types of contents and the nectar jar module! Requires *Honey Buzz* core game to play. Scheduled to ship in November 2024.
ECG 016 ..... $15.00

EXALTED FUNERAL PRESS



LAND OF EEM RPG: BESTIARY VOL. 1
The *Land of Eem Bestiary Vol. 1* is packed with peril and hijinks! This detailed 200-page tome contains a menagerie of 190 original and classic fantasy foes. Creatures and critters galore, all illustrated in beautiful full color. With simple stat blocks, unique (and succinct) abilities, and advice for roleplaying each beastie, the *Land of Eem Bestiary* is designed to make GMing creatures fun and painless. The *Bestiary Vol. 1* is an essential supplement for the tabletop roleplaying game *Land of Eem*.
Scheduled to ship in November 2024.
EFP 01063 ..... $30.00

SPOTLIGHT ON



LAND OF EEM RPG: CORE RULEBOOK
The Lord of the Rings meets *The Muppets* in this lighthearted fantasy tabletop roleplaying game about being creative! Easy to learn and packed with resources like magic items, creatures, curses, spells, and tons of tables for epic randomization. . cheduled to ship in November 2024.
EFP 01061 ..... $40.00

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



LAND OF EEM RPG: DELUXE BOX SET
The Lord of the Rings meets *The Muppets* in this lighthearted, easy-to-learn, fantasy tabletop roleplaying game about being creative! The epic *Land of Eem Deluxe Box Set* contains three hardbound volumes: the *Land of Eem Core Rulebook*, the gigantic Mucklands Sandbox Campaign Setting, the *Land of Eem Bestiary Vol 1.*, with the Mucklands hexcrawl 25.5 x 22 foldout gameboard map, gorgeous GM Screen, gelatinous goo dice, and adorable Land of Eem Meeples! Scheduled to ship in November 2024.
EFP 01065 ..... $150.00



LAND OF EEM RPG: GM SCREEN
Scheduled to ship in November 2024.
EFP 01067 ..... $20.00



LAND OF EEM RPG: GOO DICE
Scheduled to ship in November 2024.
EFP 01069 ..... $15.00



LAND OF EEM RPG: MAP GAMEBOARD
Scheduled to ship in November 2024.
EFP 01066 ..... $30.00



LAND OF EEM RPG: MEEPLE 6 PACK
Scheduled to ship in November 2024.
EFP 01068 ..... $10.00



LAND OF EEM RPG: MUCKLANDS SANDBOX
The *Mucklands Sandbox* Campaign Setting is an expansive hexcrawl sandbox filled with easy-to-use material for a GM to make running games a breeze. Experience 6 Regions with unique biomes and conflicts, 100+ Locations, 450+ NPCs, 40+ Factions, 500+ Rumors, and 400+ Quests. Set in the Land of Eem, the expansive fantasy world of the book series Rickety Stitch and the Gelatinous Goo and Dungeoneer Adventures, the Mucklands is packed with years worth of material. Scheduled to ship in November 2024.
EFP 01062 ..... $60.00



LAND OF EEM RPG: STANDARD BOX SET
The Lord of the Rings meets *The Muppets* in this lighthearted, easy-to-learn, fantasy tabletop roleplaying game about being creative! The *Land of Eem Standard Box Set* contains three hardbound volumes: the *Land of Eem Core Rulebook*, the gigantic Mucklands Sandbox Campaign Setting, the *Land of Eem Bestiary Vol 1.*, with the Mucklands hexcrawl laminated poster map!Set in the expansive fantasy world of the book series Rickety Stitch and the Gelatinous Goo and Dungeoneer Adventures, the Standard Box Set is a great way to explore the Land of Eem. Scheduled to ship in November 2024.
EFP 01064 ..... $125.00

THE OWLMANAC: A THIRD PARTY SUPPLEMENT FOR SHADOWDARK RPG
A supplement of anthropomorphic characters in Shadowdark. It includes new character Ancestry and Class options for ShadowDark, along with Talent and Advancement Tables, Pugerus, and more! Owl Ancestry and Nine Owl Classes. Introducing the Bard Owl, Orac-Owl, Owl Berserker, Owlchemist, Owldritch Knight, Owllusionist, Owlssassin, Owltimate Warrior, and Vowlkyrie! Play a Duck Dungeoneer! Spelunkers, delvers, and divers by nature, who lustfor adventure and exploring damp, dark places. Welcome to ShadowBark! Scheduled to ship in November 2024.
EFP 01061-1 ..... $22.00

FANROLL



CLUE 22MM OVERSIZED DICE SET: WEAPONS INCLUSIONS
Scheduled to ship in October 2024.
MET 11202 ..... $24.99



MONOPOLY DICE TRAY AND MR. MONOPOLY DICE BUNDLE
Scheduled to ship in October 2024.
MET 11204 ..... $34.99



MONOPOLY 22MM OVERSIZED DICE SET: TOKEN INCLUSIONS
Scheduled to ship in October 2024.
MET 11201 ..... $24.99



RISK 22MM OVERSIZED DICE SET: OFFENSE AND DEFENSE DICE
Scheduled to ship in October 2024.
MET 11203 ..... $24.99

FLYING FROG PRODUCTIONS

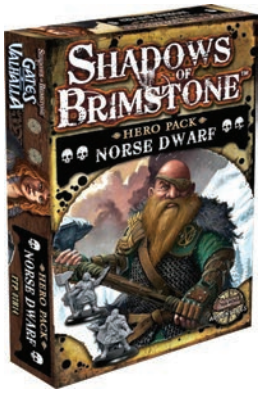


ART FROM PREVIOUS VOLUME

A TOUCH OF EVIL: REVISED EDITION
The classic supernatural horror game is back with a new Revised Edition! A fast-paced game of fiendish creatures, dashing Heroes, and high-adventure. Each player takes on the role of a unique monster-hunting Hero, racing to stop the forces of darkness. Only by investigating the town and building your Hero's strength can you hope to hunt down the Supernatural Villain to their Lair and defeat them in an epic Showdown! Choose from eight Heroes to play and four different Supernatural Villains to hunt, each with its own powers and unique host of Minions. This *Revised Edition* is fully compatible with all previous expansions.
FFP 0201-R..... $59.95



SHADOWS OF BRIMSTONE: HERO PACK - AZTEC BLOOD PRIESTESS
This Hero Pack contains everything you need to play as an *Aztec Blood Priestess* in your games of *Shadows of Brimstone*! There are 2 Blood Priest models included, both male and female, as well as the large Hero Character Sheet, Upgrade Chart, an assortment of counters, and all of the cards needed to take on the role of a spell-casting Blood Priestess Hero. Scheduled to ship in August 2024.
FFP 07H17 ..... $24.95



SHADOWS OF BRIMSTONE: HERO PACK - NORSE DWARF
This new Norse-themed Hero Pack contains all of the cards, Hero Character Sheet, Upgrade Chart, and rules needed to play a Norse Dwarf Hero in your games of *Shadows of Brimstone*, including 2 high-detail plastic models to represent the Male and Female versions of the Hero Class.
FFP 07H14 ..... $24.95

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SHADOWS OF BRIMSTONE: HERO PACK - ULFSARK SKINWALKER
This Hero Pack contains everything you need to play as an Ulfsark Skinwalker in your games of *Shadows of Brimstone*! There are 2 Ulfsark models in human form (male and female) and 1 large-sized Werewolf Hero model, as well as 2 large Hero Character Sheets, Upgrade Chart, and all of the cards needed to take on the role of a savage and shamanistic Ulfsark Hero. Scheduled to ship in August 2024.
FFP 07H15 ..... $29.95

FOLDED SPACE

BOARD GAME INSERTS

These designs provides both efficient storage and improved game play. The trays can be utilised during the game, and they greatly aid set-up and clear-away times. The rules act as a lid on top of the trays. Scheduled to ship in August 2024.



7 WONDERS - SECOND EDITION
FLS 7WO-V2 ..... $19.00



A FEAST FOR ODIN
FLS FOD $19.00



ABYSS
FLS ABYS $19.00



AGE OF INNOVATION
FLS AOI $38.50



AGRICOLA FAMILY EDITION
FLS AGRFAM $19.00



ALTIPLANO
FLS ALT $19.00



AUTOBAHN
FLS AUTOB $22.00



BARCELONA
FLS BLONA $30.00



BITOKU
FLS BTKU $22.00



BOONLAKE
FLS BLAKE $19.00



CARCASSONNE
FLS CAR $19.00



CLANK! IN! SPACE!
FLS CLKSP $27.00



CLANK! IN! SPACE! - VERSION 2
FLS CLKSP-V2 ..... $27.00



CLANS OF CALEDONIA
FLS CLAN-V2 ..... $19.00



CONCORDIA
FLS CON-V2 ..... $19.00



DEAD OF WINTER, AND THE LONG NIGHT
FLS DOW $19.00



ECLIPSE RISE OF THE ANCIENTS, INCL. SHADOWS OF THE RIFT
FLS ECL-EXP $19.00



ECLIPSE, INCL. SHIP PACK ONE EXPANSION
FLS ECL $38.50



EMINENT DOMAIN
FLS EMDOM $19.00



EVERDELL
FLS EVE $27.00

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FOUNDERS OF GLOOMHAVEN
FLS FGLO.....$27 .00



FROSTHAVEN
FLS FROST.....$65.00



FROSTPUNK
FLS FPUNK.....$38.50



GAIA PROJECT
FLS GAIA.....$27.00



IMPERIAL SETTLERS & 51ST STATE
FLS IMP-V2.....$19.00



JOURNEYS IN MIDDLE-EARTH EXPANSIONS
FLS JME-EXP.....$12.00



K.D.M. EXPANSIONS
FLS KDM-EXP.....$19.00



KEMET
FLS KEM.....$27.00



KING OF TOKYO
FLS KOT-V2.....$19.00



LIVING CARD GAMES (BOX SIZE OF 29.8x29.8x7 CM)
FLS LCG.....$19.00



LIVING CARD GAMES 2 (BOX SIZE OF 25.4x25.4x5.1 CM)
FLS LCG2.....$19.00



MARACAIBO
FLS MARA.....$27.00



MYSTERIUM
FLS MYS.....$19.00



NEMESIS: LOCKDOWN
FLS NMSLD.....$48.00



NIDAVELLIR
FLS NDVLR.....$22.00



RAJAS OF THE GANGES
FLS RAGA.....$19.00



RISING SUN - DAIMYO BOX
FLS RISDAI.....$38.50



RUSSIAN RAILROADS
FLS RUS.....$19.00



SAGRADA
FLS SGRDA.....$19.00



SCYTHE
FLS SCY.....$38.50



SCYTHE FENRIS & WIND GAMBIT
FLS SCY-EXP.....$27.00



STAR WARS REBELLION
FLS SWR.....$48.00

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STONE AGE
FLS STAG $27.00



THROUGH THE AGES
FLS TTA $27.00



TAPESTRY
FLS TAPE $38.50



TROYES
FLS TROY $19.00



TEKHENU
FLS TKH $27.00



VILLAGE
FLS VIL $19.00



TERRA MYSTICA
FLS TRM $27.00



VISCOUNTS OF THE WEST KINGDOM
FLS VIS $19.00



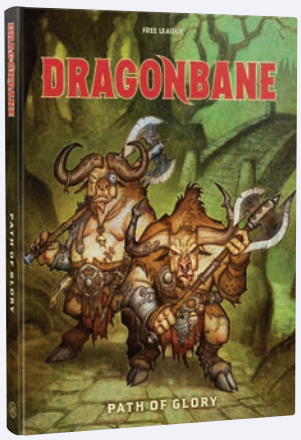
TERRA MYSTICA: MERCHANTS OF THE SEAS
FLS TRM-EXP $12.00



THE VOYAGES OF MARCO POLO
FLS MPO-V2 ..... $19.00

FREE LEAGUE PUBLISHING

SPOTLIGHT ON



DRAGONBANE RPG: PATH OF GLORY
Coming to the legendary Dead Forest in search of treasure, glory and a solution to the ancient curse laying waste to the forest, the adventurers soon find themselves embroiled in an epic conflict reaching back to the very foundations of the world. The quest will take the adventurers through the depths of the forest, under the mountain, and into a strange new land where the fate of the world will be determined. *Path of Glory* was the first major adventure campaign released for the original Swedish edition of the *Dragonbane RPG* (Drakar och Demoner), in three installments during 1985 and 1986: The Dead Forest, Gates of Power, and Heart of Darkness. This new edition, reimagined and updated by Free League and the original author Roger Undhagen, collects the trilogy in a single volume. Scheduled to ship in November 2024.
FLF DGB015 ..... $39.99

FRYX GAMES



KINGDOM LEGACY: FEUDAL KINGDOM
You've claimed the land. Now lets get to work, there is a kingdom to build... *Kingdom Legacy* is a unique solo campaign full of exploration delight and adventure: Discover new cards and learn how to use them to your advantage and how to survive hardships. Some cards will be torn, others will be upgraded or enhanced with stickers, whatever it takes to build the ultimate kingdom, your kingdom! By the way, what will you name it? Write the name on the side of the box with the most permanent marker you can find. Your journey starts here... Scheduled to ship in September 2024.
FGA KLFK $16.00

GALAKTA



SNAILS
Snails is a dynamic game for 2-4 players ready to command squads of pumped up mollusks in a pitched battle. Each squad is led by a unique leader who grants their soldiers special abilities and enhances their chances to win by eliminating opponents with an assortment of funny weapons. Each combat takes place on a dozen islands, which get destroyed as the game progresses. Your snail may end up in the water in no time and see for themselves that marine pollution is real! Additionally, by excavating more island levels you may encounter all kinds of surprises - from new gear to lethal traps. Scheduled to ship in November 2024.
AGS EN-SNL01 ..... $39.99

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GF9

A LICENSE TO ADVENTURE



NEW

GOTHIC SECTOR: LEGION

Be ready for battle with nine new Gothic Sector scenery pieces to bring your tabletop to life.

Battlefield In A Box terrain is pre-painted and tabletop ready. Combine multiple sets from the Gothic Sector range to create epic battlefields and wage war across the galaxy.



HEROIC SCALE

Compatible with 28-35mm miniatures





BB658 $60 — **BB660** $25 — **BB659** $25



MORE GOTHIC SECTOR: LEGION ARRIVING SEPTEMBER

Arsenal
BB661 ..... *$25*

Bunker
BB662 ..... *$30*

Machine Cult
BB663 ..... *$30*

Chapel Barracks
BB664 ..... *$30*

Plasma Generators (x2)
BB665 ..... *$30*

Offense Turrets (x2)
BB666 ..... *$30*

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TENFOLD DUNGEON MINES OF KHAZAD



Take your adventure below the realms of mortal men with the Mines of Khazad Tenfold Dungeon set, a labyrinthine network where the echoes of pickaxes and the rumble of mining carts reverberate through stone.

Gaze in wonder at the great hall, navigate the lava tunnel, plunder the cave of riches and more with 12 durable, double sided locations, featuring 1" x 1" grids discreetly layered into the environment.

SEPTEMBER | TFD016 | $65

TENFOLD DUNGEON WIZARD'S SANCTUM



Enter a place of mystique and arcane power with the Wizard's Sanctum Tenfold Dungeon set, a haven where practitioners of magic delve into the depths of knowledge.

Explore the library, where magical bookshelves line the walls, the potions room, filled with bubbling cauldrons, the portal room, offering transportation to mysterious lands, and more with 12 durable, double sided locations, featuring 1" x 1" grids discreetly layered into the environment

$65 | TFD017 | SEPTEMBER

TENFOLD DUNGEON RAVENHOLD CASTLE



Investigate haunting tales passed down through generations with the Ravenhold Castle Tenfold Dungeon set, a brooding monument to the past shrouded in mystery and steeped in centuries of history.

Make your way through the grand entrance, spend the night in the guest bedroom, sneak through the graveyard and more with 12 durable, double sided locations, featuring 1" x 1" grids discreetly layered into the environment.

SEPTEMBER | TFD018 | $65

TENFOLD DUNGEON THE UNDERDARK



Head to a location hidden within the depths of your realm with The Underdark Tenfold Dungeon set, a place shrouded in mystery and intrigue where shadows hold sway over the souls that dare to venture within.

Survive the cavernous drop, navigate the bridge of roots, cross the cavern lake and more with 12 durable, double sided locations, featuring 1" x 1" grids discreetly layered into the environment.

$65 | TFD019 | SEPTEMBER

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GAMELYN GAMES



TINY EPIC CTHULHU

Tiny Epic Cthulhu is a 45-minute, 1-4 player cooperative game that will immerse players in a world of spinning madness! Players take the roles of unique characters residing in a cold, forgotten island town off the coast of 1920s New Arkhamoore. However, all is not well in this seemingly peaceful town. Cosmic horrors are emerging from the dense sea fog, plunging the once sleepy town into a state of chaos. As players navigate through the game, they must work together to translate the Necronomicon, unveil the Great Old One, and seal the portals to banish the impending horror back into the cosmic realm. Scheduled to ship in December 2024.
GLG TECTRE.....$30.00



TINY EPIC CTHULHU: CULT OF CHAOS EXPANSION

In the *Cult of Chaos* expansion, a wicked Cultist of the Shrine emerges, determined to thwart the players' efforts and empower the Great Old One. This malevolent figure seeks to plunge the world into eternal chaos and darkness. The Cultist of the Shrine possesses the ability to traverse various locations, casting powerful incantations and summoning his devoted followers to wreak havoc upon the unfortunate town. These loyal disciples will go to great lengths to impede your progress and obstruct your path to victory. Prepare to face the treacherous Cultist as he orchestrates his sinister plans, maneuvering strategically and employing dark magic to fulfill his nefarious objectives. Scheduled to ship in December 2024.
GLG TECTCC.....$15.00



TINY EPIC CTHULHU: 4 PACK PLAYER MATS

Scheduled to ship in December 2024.
GLG TECTA02.....$25.00



TINY EPIC CTHULHU: 9 PACK EXTRA DICE SET

Scheduled to ship in December 2024.
GLG TECTA03.....$15.00



TINY EPIC CTHULHU: GAME MAT

Scheduled to ship in December 2024.
GLG TECTA01.....$30.00

GAMING HONORS



THE MID-LIFE MONSTER MANUAL: YOUR BASIC PARODY

The ultimate compendium of the fearsome foes of middle age, the *Mid-Life Monster Manual* is a fully illustrated parody reference guide. Learn all you need to know about dreaded beasts like the Backsarisk, whose attacks can leave a PC paralyzied in pain, or the Dorcs, whose blissful unawareness of how out-of-touch they are force PCs to confront their own growing uncoolness. And those missing keys? You may be facing...a Misplacer Beast!
GMG GHMP2402.....$11.99



GOBLINKO GAMES



DUNGEON DEGENERATES: MALINGERERS EXPANSION

This *Dungeon Degenerates* expansion includes 8 additional characters- the Beefy Barbarian, the Fool, Leather Lash, Man Scrag, Provincial Prowler, Squash Sorceress, Warrior Poet Weird Wizard! Including 10 NEW Skill Cards, 16 NEW Loot Cards, character sheets standees of the characters Scheduled to ship in November 2024.
GOB DD006.....$40.00



DUNGEON DEGENERATES: MEAN STREETS EXPANSION BOX

Dungeon Degenerates: Mean Streets brings the corroded cobblestone corridors, Gothic grottoes towering turrets of the Wrstreich into terrifying tangibiliy! Featuring 4 additional playable characters lifted straight from the seedy streets of the Wrstreich; Mendicant Monk, Fugitive Fop, Sickly Soldier Unlicensed Surgeon, a hefty new deck of Settlement Encounters to make every trip to town unique, engaging dangerous, new Loot, new Monsters the new putrescent Plague Mechanic pitting your party of *Dungeon Degenerates* against two new missions; The Deadly Smell of Disease The River of Filth. Scheduled to ship in November 2024.
GOB DD003.....$40.00

GOODMAN GAMES



BLOOD AND THUNDER: THE ULTIMATE BOOK OF MIGHTY DEEDS (DCC)

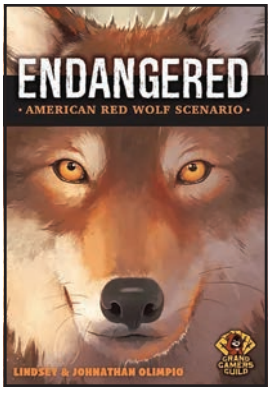
This book contains over 151 Mighty Deeds of Arms torn straight from the bloody pages of Appendix N literature for use by characters as they quest for gold and glory. Within these pages you will find Deeds that allow characters to sever limbs, pulverize organs, crack bones, and deliver wicked wounds that bleed uncontrollably.
GMG 3P283.....$24.99



TOME OF ADVENTURE VOL 4: PURPLE PLANET LIMITED EDITION (DCC)

DCC RPG Tome of Adventure Volume 4 is a level 4 exploration-style adventure spanning scores of leagues. On the Purple Planet, your characters cross hundreds of miles of alien wasteland, where they face predatory creatures, deadly mushroom jungles, and thousands of factious savage man-beasts locked in an endless war. This is the limited edition cover version of the release. It has the same interior content as the standard version.
GMG 5134L.....$69.99

GRAND GAMERS GUILD



ENDANGERED: AMERICAN RED WOLF SCENARIO

The march of humankinds progress threatens the survival of the American Red Wolf. It's up to you and your team to save them! Work with your fellow conservationists to save American Red Wolves, challenging negative stereotypes, and gaining the support of landowners. Historically, thousands of American red wolves were found throughout the southeastern United States. Today, only a small population exists in the wilds of North Carolina, making them the most endangered wolf in the world. Their fragile population has grown through a carefully managed breeding program. In 1987, they were reintroduced in Alligator River National Wildlife Refuge.
GGL 686007.....$19.99

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LA FAMILIA HORT
Granny Hortensia, owner of the lands of an eccentric farmers family, dies one day without leaving a will. One night, the moon turns reddish, and the grandmother reappears as a ghost to put her four grandchildren to the test. She will visit them three times, always coinciding with the red moon. After her three appearances, whoever has become the most experienced farmer will inherit all her land.
GGL 843343.....$29.99



OVATION
Become one of the greatest classical composers of all time! You'll use inspiration, seek fortune and hobnob with aristocrats to perform musical masterpieces and achieve your legacy in this engine building game for 1-4 players. Get inspired by your rivals' performances to create your own works of genius as the game builds to a crescendo. Scheduled to ship in October 2024.
GGL 201578.....$49.99

GYLD

DAMAGE DICE DICE SETS



PIERCING ATTACK
GYD DDSET-223-APRC $24.99

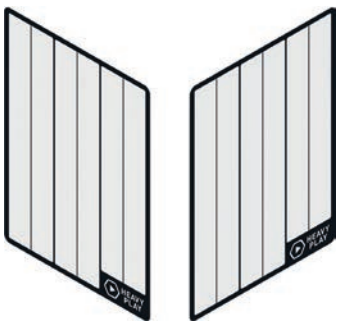


BLUDGEONING ATTACK
GYD DDSET-224-ABLDG.....$24.99



SLASHING ATTACK
GYD DDSET-225-ASLSH.....$24.99

HEAVY PLAY



LIFE CARDS
No more clunky notepads. Heavy Play LIFE Cards fit neatly into your deck box. Carry only what you need and slim down over the course of a tournament. Scheduled to ship in September 2024.
HPL HVY-LFC-001006 .....$10.00



SIDEBOARD GUIDES
Prepare for your matchups. Plan ahead your sideboard strategies against the metagame. Heavy Play SIDEBOARD Guides fold to fit in your deck box, and make sideboarding easy on gameday. Scheduled to ship in September 2024.
HPL HVY-SBG-001006 .....$10.00



IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

IRONGUARD MINIATURE DISPLAY CASES

Ironguard Supplies is proud to introduce a line of miniature display cases, so you can put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.5 inches square, this pack of two display cases will protect a pair of paladins from getting damaged, misplaced, or worse!

MINIATURE DISPLAYS COUNTER DISPLAY (12 PACKS OF 2) DIA STL260988 .....PI

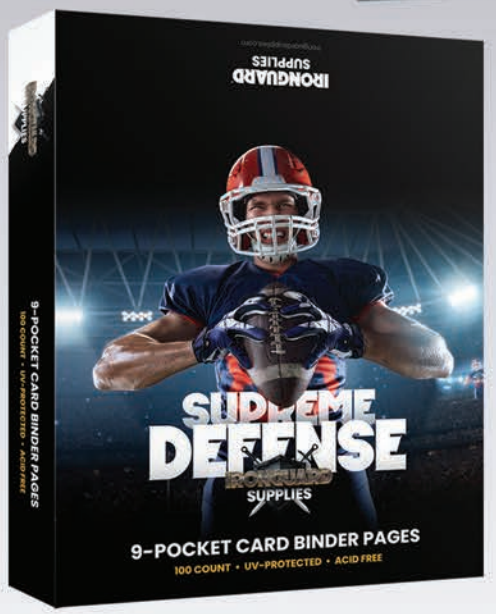




IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS

Magnets are the future, and the future is now! Embrace the wonder of magnets and protect the jewels of your card collection with these high-quality single-touch cardholders! Designed for 2.5" by 3.5" cards, these card holders feature UV protection and simple magnetic closures. Available in 35pt to 130py thicknesses. And make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display.

35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215480 .....PI
55PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215481 .....PI
75PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258372.....PI
100PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258374.....PI
130PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258375.....PI
YELLOW 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258750 .....PI
BLACK 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258371 ..... PI



IRONGUARD 9-POCKET PAGES

You're gonna need a bigger binder! For the ultimate collector, or the well-prepared retailer, it's a box of 100 or 250 9-pocket pages, sized for standard collector cards. Need a quick refill? Top off your card binder with a package of 25 9-pocket pages, with clear or black backs. Fill your binder to overflowing with pages to put your whole card collection on display! 25-counts are packaged in a hanging bag; 100- and 250-counts are packaged in a full-color counter display, because we roll like that.

25-COUNT PACK DIA STL230307.....PI
25-COUNT BLACK PACK DIA STL230313.....PI
100-COUNT DISPLAY DIA STL230304.....PI
250-COUNT DISPLAY DIA STL230315.....PI



IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

10-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258367 ..... PI
15-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258370 ..... PI



IRONGUARD 9-POCKET DELUXE PORTFOLIO

No binder? No problem. Put your most collectible of cards in this "cardfolio," a bound set of 20 non-removable 9-pocket pages. Designed for standard collector cards, it is sleek and portable, and is sure to class up any card collection. Feel like a high-powered executive, but instead of a killer presentation, you have a killer deck on tap!

BLACK
DIA STL230316 .....PI
BLUE
DIA STL230319 .....PI

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



IRONGUARD CARD SLEEVES

Want to protect your card and do it in style? These matte card sleeves feature various colors of opaque backs, so you can easily sort different card types. Designed for standard-sized cards. Package of 50.

BLACK (PACK OF 50) DIA STL230344 .....PI
GREEN (PACK OF 50) DIA STL230334 .....PI
GREY (PACK OF 50) DIA STL230332 .....PI
PURPLE (PACK OF 50) DIA STL230336 .....PI
RED (PACK OF 50) DIA STL230335 .....PI
YELLOW (PACK OF 50) DIA STL230333 .....PI



IRONGUARD BOARD GAME SELEEVES

Got a board game you're looking to protect? Whether you're playing it, selling it or saving it for future generations, those board game cards need to be protected from dings and creases. Choose from standard American, mini American, standard European and mini European – we even protect Tarot cards! Who could have predicted that? Acid free and PVC free.

STANDARD (PACK OF 100) DIA STL230327 ..... PI
MINI (PACK OF 100) DIA STL230328..... PI
EU SIZE (PACK OF 100) DIA STL230329..... PI
EU MINI SIZE (PACK OF 100) DIA STL230330 ..... PI
TAROT (PACK OF 100) DIA STL230331 ..... PI



IRONGUARD PENNY SLEEVES

A penny for your thoughts? Because we think your cards need to be protected at all times. Our penny sleeves do the job, and are an incredibly affordable way to maintain the value of your collection. Choose from standard, graded or 130pt card size.

STANDARD (PACK OF 100)
DIA STL230325 .....PI
GRADED (PACK OF 100)
DIA STL230326 .....PI
130PT (PACK OF 100)
DIA STL258392 .....PI



IRONGUARD CARD BOX

All hands off deck! Keep your card deck out of your sweaty mitts by putting it in one of these opaque deck cases! Holds 100 cards.
DIA STL230355 .....PI

IRONGUARD SEMI-RIGID CARD SLEEVES

Not every card can get graded, but every card can be protected! Whether your hobby is sports cards, entertainment cards or CCGs, protect your favorite cards with these semi-rigid card holders! Designed for 2.5" by 3.5" cards, these card holders are made of clear vinyl, and feature a 1/2 inch lip. Perfect for long-term storage! 200 card holders per pack.

RETAIL PACK (200 SLEEVES) DIA STL215479 .....PI



IRONGUARD TOP LOADERS

Protect your cardboard gold with these collector-quality toploaders, perfect for trading, storage, and sending cards in to be graded. Designed for 2.5" by 3.5" cards, these card holders are made of rigid PVC, and measure 3" by 4". Available in a range of thicknesses. Also available: Yellow and Black borders!

35PT (PACK OF 25) DIA STL215472.....PI
55PT (PACK OF 25) DIA STL215477 .....PI
75PT (PACK OF 25) DIA STL215478 .....PI
100PT (PACK OF 25) DIA STL258374.....PI
130PT (PACK OF 10) DIA STL258388.....PI
180PT (PACK OF 10) DIA STL258391.....PI
35PT BLACK (PACK OF 25) DIA STL215473.....PI
35PT YELLOW (PACK OF 25) DIA STL215474....PI

ALSO AVAILABLE:

IRONGUARD EASY SLIDE PENNY SLEEVES SMALL LIP (PACK OF 100) DIA STL230351.....PI
IRONGUARD EASY SLIDE PENNY SLEEVES LARGE LIP (PACK OF 100) DIA STL230353 .....PI
IRONGUARD TEAM SET BAGS (PACK OF 100) DIA STL230418 .....PI
IRONGUARD LABELED TOP LOADERS 35 PT "NUMBERED" (PACK OF 25) DIA STL215476.....PI
IRONGUARD LABELED TOP LOADERS 35 PT "ROOKIE" (PACK OF 25) DIA STL215475.....PI
IRONGUARD COMIC BOOK TOPLOADERS CURRENT SIZE (PACK OF 5) DIA STL258377.....PI
IRONGUARD COMIC BOOK TOPLOADERS SILVER AGE SIZE (PACK OF 5) DIA STL258379 .....PI
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INDIE BOARDS & CARDS



IMPOSTER SYNDROME
Impostor Syndrome is a hilarious game of bluffing, blending in, and BS! Each round, players will have to pick a person and modifier card from their hand to compete in a randomly selected challenge. The twist? One of you is an Impostor, whodoesn't know the challenge when they pick their competitor! Scheduled to ship in October 2024.
IBC IMP1 ..... $24.99

JAPANIME GAMES



BLACK CLOVER: STAR FESTIVAL
In the Fantasy world of *Black Clover: Star Festival*, players immerse themselves in the annual Star Festival, where Magic Knight squads compete for glory and honor. Each player takes on the role of a squad leader, commanding their team through a series of challenges and quests to earn stars, the ultimate symbol of victory. As the festival unfolds, players navigate a richly detailed game board, representing various locations within the magical kingdom. Amidst the competition, players must carefully strategize their moves, assigning squad members to task such as completing quests, gathering favor requests, and recruiting powerful Magic Knights. Scheduled to ship in November 2024.
GGD JPG287 ..... PI

LUPIN III
Scheduled to ship in November 2024.
GGD JPG281 ..... PI



JOYTOY

WARHAMMER ACTION FIGURES: BLACK TEMPLARS
Scheduled to ship in September 2024.



MARSHAL BALDECKRATH
GGC JT7325 ..... $58.99

WARHAMMER ACTION FIGURES: SONS OF HORUS
Scheduled to ship in September 2024.



EZEKYLE ABADDON, FIRST CAPTAIN OF THE XVITH LEGION
GGC JT9770 ..... $74.99



LEGION PRAETOR WITH POWER FIST
GGC JT7493 ..... $69.99

WARMASTER HORUS, PRIMARCH OF THE XVITH LEGION
GGC JT9787 ..... $179.99



TARTAROS TERMINATOR SQUAD TERMINATOR WITH HEAVY FLAMER AND CHAINFIST
GGC JT7288 ..... $49.99



TARTAROS TERMINATOR SQUAD SERGEANT WITH VOLKITE CHARGER AND POWER SWORD
GGC JT7165 ..... $52.99

TARTAROS TERMINATOR SQUAD TERMINATOR WITH COMBI-BOLTER AND CHAINFIST
GGC JT7271 ..... $49.99



TARTAROS TERMINATOR SQUAD TERMINATOR WITH LIGHTNING CLAWS
GGC JT7202 ..... $49.99



WARHAMMER ACTION FIGURES: SPACE WOLVES
Scheduled to ship in September 2024.



CLAW PACK BROTHER GUNNAR
GGC JT2719 ..... $32.99



CLAW PACK BROTHER OLAF
GGC JT2726 ..... $32.99



CLAW PACK BROTHER TORRVALD
GGC JT2733 ..... $32.99



CONTEMPTOR DREADNOUGHT WITH GRAVIS BOLT CANNON
GGC JT9961 ..... $99.99

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

WARHAMMER ACTION FIGURES: ULTRAMARINES

Scheduled to ship in September 2024.



REDEMPTOR DREADNOUGHT BROTHER TYLEAS
GGC JT2757 ..... $169.99

KEYMASTER GAMES



FUEGO - A TRICK TAKING GAME
Scheduled to ship in October 2024.
KYM 1401 ..... $19.99

SPOTLIGHT ON



PARKS: ROLL & HIKE
Welcome to *Parks: Roll & Hike*, the newest, diciest addition to the Parks family! During the game, you draft dice and log your selections in your handy journal. Record your time in the mountains, forests, and fields through drawing. Keep a log of all the wildlife you spot to earn mid-hike bonuses, and don't forget to stay hydrated! *Parks: Roll & Hike* features six US National Parks, illustrated by Andreea Dumuta, which bend the rules of the game and create a unique gaming experience every time you play. Scheduled to ship in November 2024.
KYM 1301 ..... $24.99

KONAMI DIGITAL ENTERTAINMENT

FEATURED ITEM

SHONEN JUMP
Yu-Gi-Oh!
TRADING CARD GAME

YU-GI-OH! TCG: QUARTER CENTURY BONANZA BOOSTER DISPLAY (24)
Time for everyone to hit the jackpot! Quarter Century Bonanza picks up where the Rarity Collection sets left off, with a bunch of new twists! Quarter Century Bonanza packs are 5 cards per pack, like the first Rarity Collection, but we've replaced 1 Super Rare in every pack with a GUARANTEED luxury Secret Rare (Platinum or Quarter Century). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 86630 ..... $143.76

YU-GI-OH! TCG: SPEED DUEL - BATTLE CITY FINALS BOX



Coming to North and Latin America this November! Get ready for the Duel of a lifetime as we take to the skies in Speed Duel: Battle City Finals! Familiar faces and new dangers await Yugi and Joey as they make their way to the Quarter-Finals of the Battle City tournament, where they will have to contend against old rivals such as Seto Kaiba and Mai Valentine. But be warned! A dark shadow looms over the tournament, with Yami Bakura and the mysterious Yami Marik in the running! When any match could turn into a Shadow Game, be prepared to harness the power of your Egyptian God Cards!
KON 86587 ..... $29.99

COMING SOON!



Access The Matrix.
Dodge The Corp.
Stab Your Buddy.

Delve into digital dungeons in *Munchkin Shadowrun*!
Explore a cyberpunk future and hack the Matrix to win the game in a whole new way.
Grab your **Tactical Gladius**, and show **Lofwyr** what you're made of! $39.95 MSRP.

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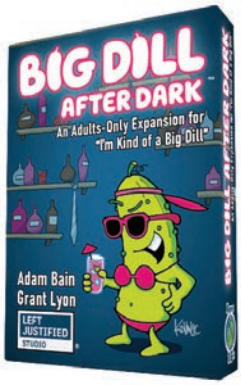
LEFT JUSTIFIED STUDIOS



I'M KIND OF A BIG DILL

A hilarious party game where you describe traits like your thirst for revenge, bedside manner, and ability to cut your own hair but with a catch! A secret token tells you how much to exaggerate your abilities, for better or worse. Everyone else scores based on how close they can guess to your tokens actual value. But you only score if some but not all! of the others guess correctly. Are you kind of a Big Dill? Make sure everyone knows it.

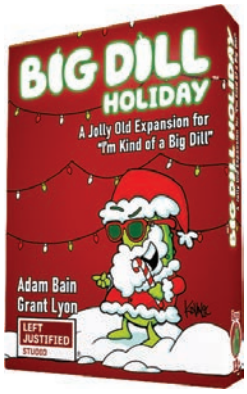
LJS 125 ..... $19.99



I'M KIND OF A BIG DILL: AFTER DARK EXPANSION

Make your Big Dill stand tall with these sixty NSFW expansion cards about the things adults do at night. Describe your willingness to send nudes, agility with a sex swing, and desire to drive an unmarked van. Plus, two lewd new Dill Meters add up to two more players to your game. Adult fun-time is kind of a Big Dill! Recommended for ages 18+

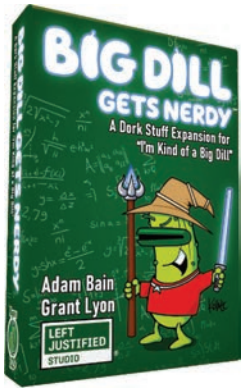
LJS 132 ..... $11.99



I'M KIND OF A BIG DILL: HOLIDAY EXPANSION

Merrify your Big Dill experience with sixty expansion cards all about your favorite holidays! Describe your love of eggnog, desire to build a Christmas village, and ability to stay on the Nice List. Plus, two festive new Dill Meters add up to two more players to your game. The holidays are kind of a Big Dill.

LJS 130 ..... $11.99



I'M KIND OF A BIG DILL: NERDY EXPANSION

Get your dork on with sixty expansion cards featuring nerdery like math, Tolkien, and the Prime Directive. Describe your trust in artificial intelligence, love of LARPing, and ability to cleverly name a Wi-Fi network. Plus, two geektastic new Dill Meters add up to two more players to your game. Nerd stuff is kind of a Big Dill.

LJS 131 ..... $11.99

LEGENDARY GAMES



ALIEN BESTIARY (5E)

In the *Alien Bestiary* you'll find allies and adversaries, from playable races for your sci-fi game to cosmic horrors and apocalyptic enemies inspired by classic themes of science fiction. This volume collects nearly 300 monsters, from mutant minions to cosmic abominations. The *Alien Bestiary* is more than just monsters too, with appendices devoted to cults of the Great Old Ones, creatures of the Aethera system, creature indices by type and CR, high-tech traps and hazards, and spells, feats, and expanded rules for aetherite radiation, vacuum, and more! Scheduled to ship in September 2024.

LGP 400AB015E..... $59.99



BLACK FLAG RPG: BEASTS OF LEGEND - CONSTRUCT CODEX

The *Construct Codex* is here for *Black Flag Roleplaying*, featuring 13 brand-new creepy creations, each one lavishly illustrated, along with optional rules using these fearsome creations as instruments of terror in your game! Constructs at first seem like such simple creatures. Yet consider them again, in light of a horror-themed campaign. These are not creatures but things, soulless, pitiless, without fear, judgment, or mercy. Their animus bound unwilling by the eldritch experimentation of madmen, the accursed invocations of apostate heretics, or risen into being by the tormented hauntings of spirits unable to rest and unwilling to forget or forgive the miseries they suffered or perpetrated in life. Scheduled to ship in September 2024.

LGP 006CC065E $12.99



BLACK FLAG RPG: MYTHOS MONSTERS

Mythos Monsters brings over 40 eldritch abominations from the dark places beyond the stars to your *Black Flag Roleplaying* campaign! Unleash the mind-bending majesty of the Lovecraft mythos on an unsuspecting world. Their unfathomable plots are guided by monstrous masters like the mi-go, elder things, and denizens of Leng, or even two of the Great Old Ones themselves in dread Cthulhu and Hastur the Unspeakable. Plus, you'll find tools and templates to turn ordinary monsters into pseudonatural xenoid monstrosities, with options for epic variants! Scheduled to ship in September 2024.

LGP 454HO04BFR $19.99





THE DRAGON'S HOARD (5E)

The *Dragons Hoard* is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! In this month's features you'll find, The Treasure Trove, featuring magnificent magical items, Baskers Books, featuring new spells for every 5E spellcasting class, Character Options, featuring new special features for your classes and Marvelous Monsters, featuring killer creatures across every challenge level! Pick up The *Dragon's Hoard* every month and get 24 pages of terrific treasures, terrifying foes, and more to Make Your Game Legendary! Scheduled to ship in September 2024.

#41 LGP 603DH415E $12.99
#42 LGP 604DH425E $12.99

LOKE



ADD ON SCENERY FOR RPG MAPS RUINS

Scheduled to ship in November 2024.

LBM 680690 ..... $12.99



GM SCREEN TERRAIN & RANDOM ENCOUNTERS

Scheduled to ship in November 2024.

LBM 680706 ..... $20.00

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LITTLE BOOK OF BATTLE MATS: DESTINATIONS & CURIOSITIES
Scheduled to ship in November 2024.
LBM 680683 ..... $12.99

LONE COLOSSUS

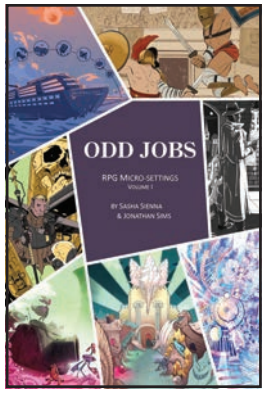


WYRMLINGS: AN ALL-AGES TTRPG
Tell your own stories with Wyrmlings: a cute, wholesome, all-ages TTRPG about young dragons going on adventures and overcoming challenges with friends. Designed to capture the feeling of cartoons like Steven Universe and My Little Pony, the adventures you go on will vary from facing down an evil wizard to simply trying to find the best birthday present for a friend. It's all up to you and the stories you want to tell!
GMG LCL02001 ..... $39.99

MacGUFFIN AND COMPANY



KER-SPLAT! RPG
CONTAINS 70% OF YOUR RECOMMENDED DAILY ANVILS! Get ready to laugh, shout and possibly even get blown up by dynamite (depending on your groups attitude to LARP) in *Ker-Splat!*, a high-nonsense homage to kinetic toon shorts, where you play your own assortment of animated maniacs and loony cartoons! Innovative rolling system, where failure is often for the best. Two forms of conflict: ordered chaos and pure chaos. Full of fun-to-say words like Pow! Zip! Wow! Ouch! and Yay! Give your character a cool power, like science, money or eating. Play a surfboarding vampire or a cauliflower in a wig! Who's going to stop you? The GM? Pfft, yeah right! Scheduled to ship in October 2024.
MAC SQ9660537 ..... $20.00



ODD JOBS RPG: MICRO-SETTINGS
Welcome to your new career! *Odd Jobs* is a collection of fun, bizarre and dynamic system-neutral settings to be used in tabletop roleplaying. Each puts the players in a strange profession, with fascinating bite-sized worlds demanding to be explored! 11 characterful micro-settings, from magical ancient Rome to surreal post-apocalyptic psychoscape. Short, manageable campaigns of 3-4 sessions, plus plenty of extras. Scheduled to ship in October 2024.
MAC SQ6799863 ..... $47.00



UPRIVER, DOWNRIVER RPG
Upriver, Downriver is a fantasy tabletop roleplaying game about sailing along a magical river, and persisting on an impossible journey. Together, you and your crew will swear a magical oath to reach either the Source of the Great River or the Sea. No one has ever come back from either destination, and each has their own challenges and rewards. But, whatever bends your journey takes, once you've sworn your Oath, your soul is committed to continue on towards your goal. Scheduled to ship in October 2024.
MAC SQ2984921 ..... $40.00

GOODMAN GAMES
XCRAWL CLASSICS
ROLE-PLAYING GAME
TTRPG OF LIVESTREAMED XTREME FANTASY DUNGEON CRAWLING—WITH CASH PRIZES.
DEATH IS INSTANT... BUT FAME IS FOREVER
XCRAWL CLASSICS CORE RULEBOOK, GMGXCC1, $59.99

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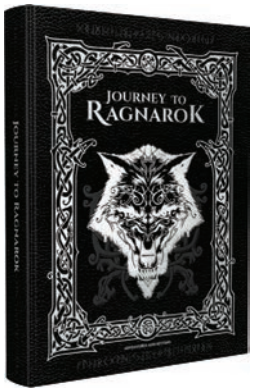


ZERO VOID RPG: PHYSICAL ZINE

The job started fine - your crew got into the vault, grabbed the money and were headed for the exit when some would-be hero tripped the jekking alarm. Your ship was locked down and you had to grab the nearest piece of dreg you could find in order to get out of system.Too late, though. Hunter Koltz is on your tail and the can you stole didnt have the juice to get any further than the Dantix system. So now you're pulling into Port Caliban, a tiny space station with the only fuel for five light years. You've got three cases of credstix that arent worth dreg til you can get them to a cleaner, and you've got the body of the jekking rachit whose can you took lying in the hold. Scheduled to ship in October 2024.

MAC SQ6966327 ..... $12.00

MANA PROJECT STUDIO



JOURNEY TO RAGNAROK RPG: ADVENTURE AND SETTING DELUXE EDITION (5E)

With *Journey to Ragnarok* you will experience incredible adventures: set sail on a Drakkar, fight with honor and try to win the favor of Odin, father of the gods, combat to save Midgard from earthly and divine threats. *Journey To Ragnarok* - Echoes of Doom is available in its Deluxe Edition, a black faux leather cover with debossing and silver foiling design. This special and limited edition is a precious jewel that cannot be missing from the collection of a true connoisseur of Norse mythology. If you too love the mythology of the Scandinavian folk, if you too have fantasized about setting sail aboard a Drakkar and experiencing adventures worthy of a great Viking warrior, this luxury edition is the one you have been seeking. Scheduled to ship in September 2024.

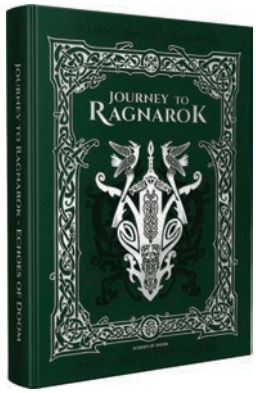
MPS 10041 ..... $99.90



JOURNEY TO RAGNAROK RPG: ECHOES OF DOOM (5E)

Journey to Ragnarok: Echoes of Doom is a massive adventure book to plunge into the world of Journey to Ragnarok, the Norse Mythological setting for 5E. *Echoes of Doom* is not only an anthology of adventures that you may play as single sessions or as a campaign, but its also a useful tool for getting inspired and creating your own campaigns in this astonishing setting. *Echoes of Doom* includes the following adventures: The Grey Wanderer, with which youll be called to follow the steps of Odin, father of the gods. Battle Beyond the Seas, with which youll set sail in the frozen oceans, hurling yourself onto sea monsters and creatures of the abyss. Like Wings Beneath the Skin, in which youll have the chance to prove your worth to Freyja, to save your people. The Four Corners of the Sky, a colossal adventure divided in four chapters in which youll meet the four entities that rule the winds on Midgard. Scheduled to ship in September 2024.

MPS 10039 ..... $49.90



JOURNEY TO RAGNAROK RPG: ECHOES OF DOOM DELUXE EDITION (5E)

Journey to Ragnarok: Echoes of Doom is a massive adventure book to plunge into the world of Journey to Ragnarok, the Norse Mythological setting for 5E. *Echoes of Doom* is not only an anthology of adventures that you may play as single sessions or as a campaign, but its also a useful tool for getting inspired and creating your own campaigns in this astonishing setting. *Journey To Ragnarok - Echoes of Doom* is available in its Deluxe Edition, a green faux leather cover with debossing and silver foiling design. This special and limited edition is a precious jewel that cannot be missing from the collection of a true connoisseur of Norse mythology. Scheduled to ship in September 2024.

MPS 10040 ..... $99.90

MANTIC ENTERTAINMENT



FANTASY ADVENT CALENDAR: BAR ROOM BRAWL

Bar Room Brawl is the game of fantasy tavern mayhem for 3-4 players, complete with miniatures and scenery! Get festive food and drinks back to your party's table, compete with other rowdy adventurers, and watch out for the goblin bouncer… As a holiday gift calendar, you'll get part of the game every day until Christmas - ready to play with your family! Hobbyists can have fun painting the pre-assembled miniatures and scenery, and casual board gamers can use them straight out of the box. Scheduled to ship in November 2024.

MGE MGBBM101 ..... $40.00



SCI-FI ADVENT CALENDAR: DEEP-SPACE PEST CONTROL

Deep Space Pest Control is the game of thrilling sci-fi heroics for 1-2 Players, complete with miniatures and scenery! Evacuate an outpost infested with space rats by sealing their tunnels and holding them back while the colonists escape… As a holiday gift calendar, you'll get part of the game every day until Christmas - ready to play either solo, or against a friend! Hobbyists can have fun painting the pre-assembled miniatures and scenery, and casual board gamers can use them straight out of the box. Scheduled to ship in November 2024.

MGE MGHCM101 ..... $40.00

HALO: FLASHPOINT

Scheduled to ship in August 2024.

SPOTLIGHT ON



HALO: FLASHPOINT RECON EDITION

Halo: FlashPoint is the tactical miniatures game for two players. Your journey begins in the War Games combat arena, bringing a range of classic Halo weapons and game modes to life on your tabletop. Gameplay is fast and intuitive to learn, and there are many tactics to discover that reward cool thinking under fire! Prepare for the ultimate tactical tabletop experience and lead a fireteam of Spartans to victory ont he battlefield.

MGE MGHA101 ..... $75.00



HALO: FLASHPOINT SPARTAN EDITION

Halo: FlashPoint is the tactical miniatures game for two players. Your journey begins in the War Games combat arena, bringing a range of classic *Halo* weapons and game modes to life on your tabletop. Gameplay is fast and intuitive to learn, and there are many tactics to discover that reward cool thinking under fire! Choose whether to fight as a Spartan Fireteam or a lance of Banished Elites and prepare for the ultimate tactical tabletop experience.

MGE MGHA102 ..... $125.00

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DELUXE BUILDABLE 3D TERRAIN SET
MGE MGHA103 ..... $100.00



DICE BOOSTER
MGE MGHA104 ..... $20.00



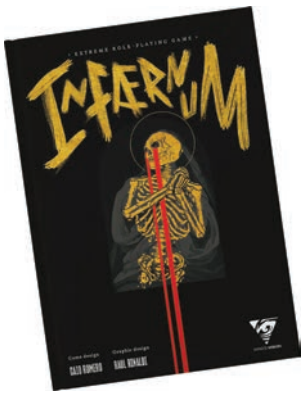
PAINT SET
MGE MGHA105 ..... $50.00

MIND'S VISION



FIBONACHOS
Fibonachos is an exciting card game that combines amazing Mexican cuisine with the intriguing world of math and engaging trick-taking gameplay to make something incredibly unique. Two to five players are dealt cards of three different suits, and they must play tricks with suits of the same color. The highest card wins the trick unless the trump cards are activated. This is when things get really hot: the trump cards follow the Fibonacci sequence numbers, and this math sequence could also affect the final score. The final sum of the players points may increase depending on whether they hit the Fibonacci numbers, which adds a very important strategic layer to the endgame. Scheduled to ship in September 2024.
MVB 1004 ..... $21.95

INFAERNUM RPG
Infaernum is a rules-lite RPG focused on apocalyptic themes. Everything starts with a major event: a prophecy that triggers the end of times. Over seven days (in the narrative), players must face all challenges and reach the promised land before the end of all things, facing the four horsemen and other tropes of the Book of Revelation. Or not. In this highly original game, you define your own vision of the Apocalypse. It can work with any campaign or setting for any system besides the standalone premise presented by the game. That means you can simply use *Infaernum* on top of your current RPG campaign, whatever system that might be, to explore an end-of-world scenario. Scheduled to ship in September 2024.



COLLECTOR'S EDITION MVB 3003 ..... $99.95
DELUXE HARDCOVER MVB 0003 ..... $44.95



THE LEGACY OF CTHULHU RPG: BEFORE THE END - A PRELUDE TO THE LEGACY OF CTHULHU
In a future closer than we imagine, humanity is lost amid conflicts, wars, and diseases in the ceaseless quest for power, bringing disgrace to the whole world. In the end, when it seemed that things could not get any worse, those who had always been waiting revealed themselves in jubilation: Dark Priests and Cultists, scattered all over the world, brought back the Great Old Ones, who completely devastated civilization as we know it. But what happened before the disaster? What facts led the world to this tragedy? Would it be possible to prevent (or at least remedy) such a disgrace? Scheduled to ship in September 2024.
MVB 0004 ..... $14.95

MODIPHIUS



ACHTUNG! CTHULHU 2D20: D-DAY - THE DARKEST DAY
It is the spring of 1944 and after five years labouring under the yoke of oppression, Europe yearns for liberation. A vast Allied army of personnel and machines is assembled on the south coast of Britain ready to launch the greatest sea and airborne invasion in history. But the forces of the Axis occult, Black Sun and Nachtwlfe, are not ready to give up their ill-gotten gains so easily and lurk behind the mighty defenses of the Atlantic Wall ready to sow terror and confusion to repel the invading Allies. The battle to liberate Europe from their occult menace is about to be joined! Inside this combined guide and campaign book, you'll find everything you need to run D-Day missions and campaigns in the thrilling pulp world of *Achtung! Cthulhu!*
MUH 0010317 ..... $50.00

FALLOUT FACTIONS: DICE SETS - NUKA-COLA
MUH 107009 ..... $19.00



FALLOUT: MINIATURES
Scheduled to ship in August 2024.



CREATURES, GHOULISH REMNANTS
MUH 01620124 ..... $49.00



CULT OF THE MOTHMAN, FOLLOWERS
MUH 0162015 ..... $48.99



CULT OF THE MOTHMAN, CLERGY
MUH 0162014 ..... $48.99



CULT OF THE MOTHMAN, MOTHMAN ECLIPSE
MUH 01620114 ..... $42.99



MR. FUZZY
MUH 0162013 ..... $18.00



FALLOUT: WASTELAND WARFARE - UNALIGNED X-01 POWER ARMOR
Scheduled to ship in August 2024.
MUH 0190806 ..... $46.00

GAMES

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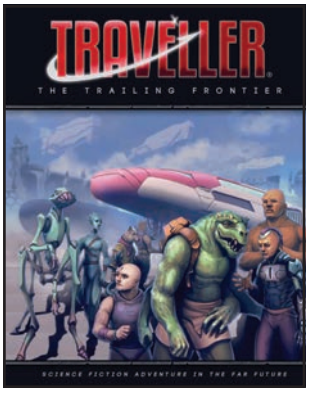
STAR TREK ADVENTURES RPG: 2ND EDITION - CORE RULEBOOK
There's no such thing as the unknown only things temporarily hidden, temporarily not understood. - Captain James T. Kirk. *The Star Trek Adventures* roleplaying game takes you to the final frontier! From the 21st through to the 32nd century, join Starfleet, the Klingon Empire, the Romulan Star Empire, and countless other civilizations, and journey across the Star Trek universe with your crew. Explore strange new worlds, encounter fantastical alien life-forms, and engage in dramatic adventures in a detailed and immersive Galaxy. Tell your stories and unravel the mysteries of the unknown!
MUH 0142401 ..... $60.00



STAR TREK ADVENTURES RPG: 2ND EDITION - GAME TOOLKIT
MUH 0142405 ..... $42.00

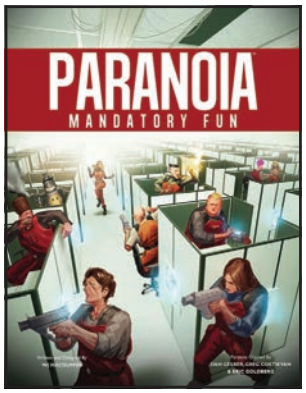


TRAVELLER RPG: THE FIFTH FRONTIER WAR - FLASHPOINTS
Utoland bleak, miserable Utoland. Amid a disaster aboard a giant mining machine the Travellers start asking themselves why they would come here, why they would take such dangerous and underpaid work and why their memories are suddenly disjointed. As the Zhodani occupation of Utoland begins, the Travellers realise they are not who they thought they were. The answers lie in a spacecraft in the Utoland system, but to reach it they will have to go through the Zhodani occupation force. Reaching the ship, the Travellers learn why they were hiding on Utoland and where they must go next. Scheduled to ship in October 2024.
MGP 40122 ..... $49.99



TRAVELLER RPG: THE TRAILING FRONTIER
The Trailing Frontier... a region of contradictions. At once a safe province and the future site of Humaniti's death-struggle against the Kkree of the Two Thousand Worlds; a backwater and a frontier. Half of the region lies within the Third Imperium, the other half is home to minor states and independent worlds. Beyond lies the territory of the Lords of Thunder, militant herbivores who have vowed to exterminate all meat-eaters. The Imperium considers the Gateway sector to be of vast strategic importance, yet cannot spare the resources to tame it. Instead, a host of entrepreneurs and small-ship owners cross the border in search of fortune and perhaps glory. Scheduled to ship in September 2024.
MGP 40098 ..... $59.99

MONGOOSE PUBLISHING

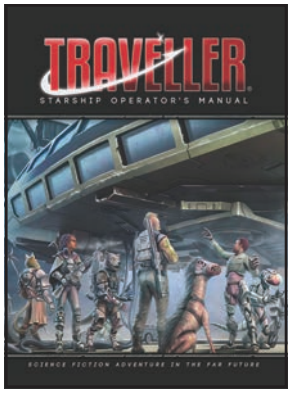


PARANOIA RPG: MANDATORY FUN
You know what pisses off rich people (besides poor people that is)? Not having enough to buy. What is the use of a fat bank account when you cannot buy very expensive items to show your wealth off to others? That's why citizen Gene-I-JRD thumbed through some Pre-Whoops economic textbooks and implemented a new product: Financial investments. Now, the obscenely rich can lend their XP Points to others for a project. Too bad that Indigo citizen hired Troubleshooters to serve as middle management in this new company. Mandatory Fun is a new mission for Paranoia that satirises corporations, including the relentless drive for profits, efficiency, cost-cutting, and mandatory fun like birthday parties. Scheduled to ship in September 2024.
MGP 15107 ..... $19.99



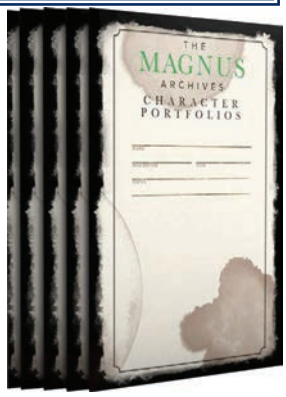
TRAVELLER RPG: THIS IS FREE TRADER BEOWULF - A SYSTEM HISTORY OF TRAVELLER
This is Free Trader Beowulf, calling anyone Mayday, Mayday. A box emblazoned with those words went on sale for the first time on July 22, 1977, at the Origins III Game Fair, heralding the advent of the Traveller roleplaying game from GDW. It wasn't the first science-fiction roleplaying game, but through its innovative design and through the development of its evocative universe of Charted Space, it would become the longest running SFRPG in the industry. After Traveller reached its early apogee just four years in, it would face decades of increasing problems, raising many questions. Why did GDW decided to shatter their Imperium? What led them to seek outside help to produce the second edition of the game? Scheduled to ship in September 2024.
MGP 40119 ..... $59.99

TRAVELLER RPG: SHIP OPERATOR'S MANUAL
Travelling is about the journey, not the destination, and few things shape a voyage across Charted Space as much as a starship. However, a starship is more than a mere means of transportation; it is also a home and a companion. To captain a starship is to be the master of ones destiny for riches, glory, or an untimely end. There are many books that examine about how to build and fly custom starships, but few on what it is like to work and live on one. That is where the *Starship Operators Manual* comes in. The *Starship Operators Manual* covers all aspects of life aboard the starships of Charted Space. Scheduled to ship in October 2024.
MGP 40121 ..... $49.99



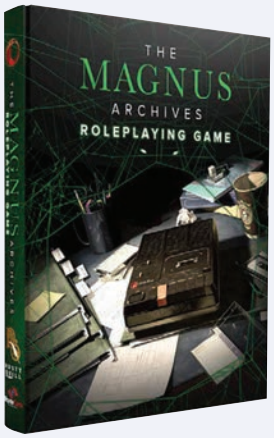
MONTE COOK GAMES

THE MAGNUS ARCHIVES RPG: CHARACTER PORTFOLIOS (SET OF 5)
Who knows where your The Magnus Archives campaign will take you or what you'll become? This portfolio does your character and their storyjustice. At 24 pages, it records all your characters abilities, skills, belongings, and everything else you find on a conventional character sheet. But it also gives you room for notes, sketches, and details. Jot down thoughts about your characters appearance and mannerisms, connections to the other PCs, and the people, creatures, and locations in your adventures. Keep a campaign journal, or make maps and sketches of places you've been. Scheduled to ship in October 2024.
MKG 390 ..... $22.99

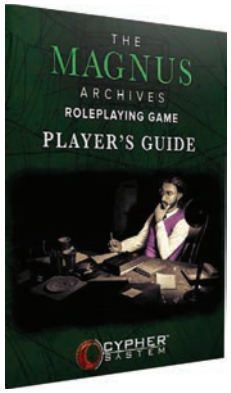


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THE MAGNUS ARCHIVES RPG: CORE BOOK (CYPHER SYSTEM)
Enter the archives and encounter the NotThem, the Anglerfish, or the Man Upon the Stair. Learn the truth of the books of Jurgen Leitner, the coffin that is also a pit, and The People's Church of the Divine Host. Work alongside Jonathan and Martin, Basira, Daisy, and the rest of the staff. Or create and investigate your own supernatural horrors. This complete TTRPG uses the Cypher System and let's you delve into the world of the top horror podcast. Interact with the podcast characters and pursue classic horrors from the show as a researcher at the Magnus Institute. Or create your own similar institution and investigate horrors of your own creation. Scheduled to ship in October 2024.
MKG 379 ..... $74.99



THE MAGNUS ARCHIVES RPG: PLAYERS'S GUIDE (CYPHER SYSTEM)
Create characters, explore the world of *The Magnus Archives*, and access the easy-to-learn Cypher System rules that power *The Magnus Archives Roleplaying Game*. This handy Players Guide provides an easy, inexpensive way to have multiple copies of the games most important player-facing content at the game table. Scheduled to ship in October 2024.
MKG 382 ..... $19.99

OINK GAMES

DEEP SEA ADVENTURE: BOOST EXPANSION
Scheduled to ship in November 2024.
ONK 3761020241 ..... $23.00

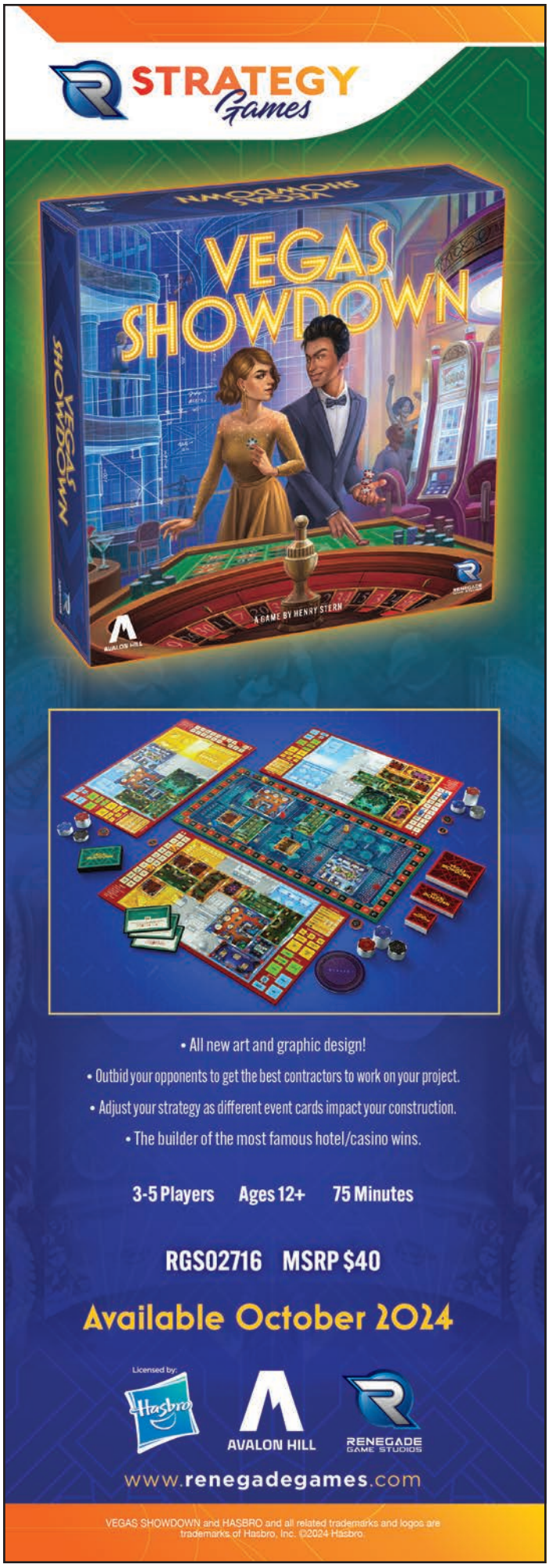
OSPREY GAMES



BATTALION: WAR OF THE ANCIENTS
Take charge of the formidable Roman legions and their allies. Command the powerful crossbowmen of the Han dynasty as they traverse unfamiliar deserts. Steer the renowned Greco-Bactrian cavalry, and fight for every oasis. Direct Hannibal's diverse array of mercenaries, elephants, and the Sacred Band of Carthage. To lead is to walk the tightrope. Choose a faction, consider its ranks, assemble them into units, and as they fight, carefully balance their orders and sustain your forces in the field. The unique traits of each rank tile will make your units stronger, but combine too many and your units will become unwieldy. Scheduled to ship in November 2024.
OSP GAM060 ..... $65.00



THE SILVER BAYONET: ITALY - THE SHADES OF CALABRIA
Something sinister has risen in Calabria, the hauntingly beautiful yet dangerous province of southern Italy. Still recovering from the destructive earthquake that killed tens of thousands of people, the region's clergy preach a crusade against France and its allies. As the major nations vie for military, political, and ideological supremacy over the Mediterranean, the Bourbon royal family plots to reclaim its Neapolitan throne, sending agents from its Sicilian stronghold to support the briganti – Calabria's bandit gangs – in waging a bloody guerrilla war against the occupying French. Meanwhile, rumors spread that the dead no longer rest easy, but rise from their graves to wander isolated valleys and mountain paths... Scheduled to ship in November 2024.
OSP TSB004 ..... $25.00



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OSPREY PUBLISHING

SPOTLIGHT ON



SANKORE: THE PRIDE OF MANSA MUSA

In *Sankor: The Pride of Mansa Musa*, a dynamic, interactive, mid-weight Eurogame, 1-4 players manage the prestigious University of Sankor in 14th-century Timbuktu, tasked by the emperor Mansa Musa with spreading knowledge throughout West Africa, even as the great university is raised around them. By enrolling and graduating your pupils, teaching classes, adding to your curriculum, and filling the great library with books, you will advance knowledge in four main disciplines: theology, law, mathematics, and astronomy. Once construction of the university is complete, the value that the empire places on each discipline will dramatically affect how you score the knowledge you have passed on. Scheduled to ship in August 2024.
OSP GAM055 ..... $90.00

PAIZO PUBLISHING



PATHFINDER FICTION: GODSRAIN HARDCOVER

The first Pathfinder novel in years promises a world-changing tale of epic scale set amidst the War of Immortals! Gods are not meant to die. They're supposed to be immortal, too powerful to be struck down or wither to dust like the people of Golarion. It has been more than a century since Aroden, god of humanity, met his mysterious doom, and his death broadcast across the skies in a metaphysical projection of his murder reverberating over any world on which he was worshipped. Scheduled to ship in November 2024.
PZO 18001-HC $29.99



PATHFINDER RPG: ADVENTURE PATH - TRIUMPH OF THE TUSK PART 2 OF 3 - HOOF, CINDER, AND STORM (P2)

Having bested an orc hold and proven they're no mere dignitaries, the PCs are invited to the mighty orc city of Urgir to quell the raging ancestor storms and protect the invaluable aurochs herds that sustain Belkzen's people. Yet many would exploit the ongoing chaos: orc rebels in the vertical mining city of Blisterwell, Shoanti raiders answering old vendettas, and more. The PCs must repel these attacks, turning foes into friends in Belkzen's ongoing fight for survival. *Hoof, Cinder, and Storm* is an orc-focused *Pathfinder* adventure for four 6th-level characters. The adventure continues the *Triumph of the Tusk Adventure Path*, a three-part monthly campaign in which an eclectic band of dignitaries become battle-hardened survivalists fighting for orcs homeland and independence. Scheduled to ship in November 2024.
PZO 15208-SC $29.99



PATHFINDER RPG: FLIP-MAT - OCCULT DUNGEON

Delve the supernatural! Whether your players are poring through libraries for occult texts or invading an otherworldly redoubt for a crucial secret, no Game Master wants to spend time drawing sites for their occult encounters. Fortunately, with *Pathfinder Flip-Mat: Occult Dungeon*, you don't have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set-pieces for the busy Game Master. Place this map on your table and don't delay your players on their investigation into the paranormal! *Pathfinder Flip-Mat: Occult Dungeon* measures 24 x 30 unfolded, and 8 x 10 folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in November 2024.
PZO 11020-FM $19.99



PATHFINDER RPG: DIVINE SPELL CARDS (REMASTERED) (P2)

Call down the might of the gods with *Pathfinder Divine Spell Cards*! This essential accessory features the full pantheon of divine spells from *Pathfinder Player Core* and *Pathfinder Player Core 2*. Honor the higher powers with over 160 spell reference cards! Players can easily arrange and plan their spells within moments, and a quick scan of the cards presents a caster's tactical options at a glance. The possibilities are endless, but *Pathfinder Divine Spell Cards* let you master the mysteries of magic. Scheduled to ship in November 2024.
PZO 10005-MC $27.99



PATHFINDER RPG: FOCUS SPELL CARDS (REMASTERED) (P2)

Unlock the potential of your inner magic with *Pathfinder Focus Spell Cards*! This must-have accessory for characters with that little extra bit of magic features all of the focus spells from *Pathfinder Player Core* and *Pathfinder Player Core 2* on over 220 reference cards. Tap into your inner power! Players can easily arrange and plan their spells within moments, and a quick scan of the cards presents a caster's tactical options at a glance. The possibilities are endless, but *Pathfinder Focus Spell Cards* let you master the mysteries of magic. Scheduled to ship in November 2024.
PZO 10007-MC $27.99



PATHFINDER RPG: OCCULT SPELL CARDS (REMASTERED) (P2)

This essential accessory features the full pantheon of occult spells from *Pathfinder Player Core* and *Pathfinder Player Core 2*. Scheduled to ship in November 2024.
PZO 10006-MC $32.99

SPOTLIGHT ON





PATHFINDER RPG: LOST OMENS - DIVINE MYSTERIES (P2)

Uncover the secrets of the gods with *Lost Omens Divine Mysteries*! Within this volume, you'll find details on the gods and non-deific faiths of the Age of Lost Omens from the perspective of their clergy and lay worshippers. This 320-page resource for both players and Game Masters is the comprehensive look at all things divine, making it an essential addition to any *Pathfinder Second Edition* campaign and a remastered update and expansion of the popular Lost Omens Gods Magic volume! The book updates for all of your favorite *Pathfinder Second Edition* deities, providing everything you need to know when playing with updated rules found in *Pathfinder Player Core* and *Pathfinder Player Core 2*, updating domains, spells, and other mechanics. The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in November 2024.
HARDCOVER PZO 13003-HC $79.99
HARDCOVER (SPECIAL EDITION) PZO 13003-SE $99.00

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STARFINDER RPG: FLIP-MAT MULTI-PACK - PLANETARY TERRAIN

Every planet is just a map away! With four unique maps each bringing a science-fantasy planet to life, *Starfinder Flip-Mat: Planetary Terrain Multi-Pack* has what you need to take your Starfinder campaign to new worlds. One mat in this dual set displays a winter forest perfect for frigid worlds like Triaxus. The other side of this map depicts the desert of a red planet, with a perfect ambush point. The second map begins with a cratered surface great for lunar adventures or the surface of lifeless worlds like Apostae or Eox. The second side of this map showcases a brilliant blue and purple gas giant, with orbital platforms to let your adventurers fight in new dimensions. Push the boundaries of space with new worlds to explore and new maps to bring them to life!

Scheduled to ship in November 2024.
PZO 21002-FM $29.99

PEGASUS SPIELE NORTH AMERICA



BOMB BUSTERS

Breathe slowly and remember your training...focus...just cut the blue wire...(a bead of sweat rolls down your face)...wait...I can't tell, is that wire blue or red? *Bomb Busters* is an exciting cooperative deduction game for a stalwart team of bomb disposal experts ready to face 66 escalating explosive challenges. Endlessly replayable, *Bomb Busters* is filled with delightful, pulse-pounding moments as you collaborate to safely navigate each missions unique challenge and foil the plans of the nefarious villains that seem one step ahead of you at every turn. Tick tock tick tock...can you defuse the bomb before its too late?! Scheduled to ship in November 2024.
PNA 51280 ..... $39.95



CIVOLUTION

Dear student beings, The cosmic faculty of the Technical Academy of Creation warmly welcomes you to your Civolution - the most important exam in the field of Civilization Design. Over four eras, you will demonstrate your ability to guide your civilization to prosperity across a randomly generated, secluded continent. Best of luck and remember - you will be graded at the end of the exam! *Civolution* is a complex strategy game by Stefan Feld where players trigger actions from an ever-evolving technology matrix utilizing a novel dice selection mechanic. Each player must navigate a path to victory through careful development across disciplines represented by 160 unique research cards. Scheduled to ship in November 2024.
PNA 57822 ..... $109.95



MESOS

Thousands of years ago a new era began for humankind. Nomadic hunter-gatherers organized into small groups, established defined social roles, and built their first settlements. This period is known as the Mesolithic. Welcome to Mesos. In *Mesos*, step into the role of a tribal leader, carefully choose which tasks to entrust to each member of your growing tribe, construct specialized buildings, and prepare wisely for the unexpected events you will face. May you guide your tribe to victory! Each round, everyone places their totem on the offer track then, following the pawns' order, will acquire character or building cards with which to grow their tribe. Scheduled to ship in November 2024.
PNA 51888 ..... $29.99



VIVA MOUSE!

Every little mouse has heard the wonderful stories of a land filled with heaping piles of delicious cheese! In fact, there have been so many tales about the magical land of Cockaigne that an expedition is being planned to travel there. Unfortunately, a hungry cat stands in the way of our dreams. *Viva Mouse!* is a exciting race where players will either push their luck to try to make it to the promised land of cheesy goodness, or collect whatever delectable morsels they can find and hide before they are caught. This award-winning title is filled with delightful and high-quality components, perfect for both younger players and families. Scheduled to ship in November 2024.
PNA 66004 ..... $24.95



WORD COLONY KIDS: MY FIRST WORDS

Building upon the core mechanics of *Word Colony Original* - answer questions, win cards, spell words, score points - *Word Colony Kids* bursts to new life with *My First Words*. Designed specifically for our youngest players, *Word Colony Kids* makes learning fun. Its bright and beautiful artwork, eye-catching and tactile components, provide a world of opportunities to develop vocabulary, literacy, knowledge, and strategic thinking through quality time at play. Scheduled to ship in November 2024.
PNA 800301 ..... $24.95



DORFROMANTIK: SAKURA

Are you ready for a new Dorfromantik campaign? In *Dorfromantik: Sakura*, you will explore the beautiful countryside of Japan and discover a new world filled with fresh challenges: From Cherry blossoms (Sakura, in Japanese) that introduce a new element of gameplay, more than 40 achievements to unlock, and 6 boxes of new game content to reveal, your journey will be filled with surprises! How high can you push your score in this standalone successor to the Spiel de Jahres 2023 *Dorfromantik - The Board Game Scheduled to ship in November 2024.*
PNA 51243 ..... $39.99



WORD COLONY: AROUND THE WORLD EXPANSION

Pack your bags and broaden your horizons with the *Word Colony: Around the World Expansion*, a new set of cards for *Word Colony*, jam-packed with questions focusing on distant locales, extraordinary structures, and far-away places. Combining trivia, word, and strategy games into a fresh and enjoyable mix, *Word Colony* demands players think quickly as they answer questions to win cards, use those cards to spell words, then protect those words to score even more points by creating Word Colonies where two or more words cross each other and share a letter. Scheduled to ship in November 2024.
PNA 800104 ..... $14.99



WORD COLONY: ORIGINAL

Word Colony combines trivia, word, and strategy games into a fresh and fun mix that is challenging and enjoyable. At its core, *Word Colony* has players accumulating individual letter cards in order to spell words. Most cards display a letter, a question, and a points value. Some cards are special and trigger abilities such as: Immunity, Magic Ward, Fist Bump, and Conquest. In each round, one player will ask a question which the others try to answer or when everyone's incorrect. Next, the player will spell words using their cards to score points. To ensure your new word is not stolen by another player, you will want to spell a second, perpendicular word that crosses the first. Scheduled to ship in November 2024.
PNA 800100 ..... $39.99

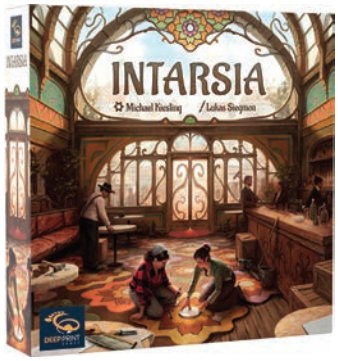
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I AM DONE

Some days, you don't want to do chores, be productive, or work on your to do list. Other days, all you look forward to declaring is - I AM DONE! What's this about? Quite simply, it is a card game where the player who is first to display the phrase "I AM DONE" wins the game. (Unless you're the Kingmaker, or it happens to be precisely 9:34pm, or...) On your turn, either draw a card or play a card, then hold on tight: expect wild swings of fate, unexpected twists, unplanned strategies, and plenty of laughs. Scheduled to ship in November 2024.

PNA 18290.....$19.99



INTARSIA

From the designer of *Azul*, comes another strategy masterpiece. Players are crafts-people specialized in the art of Intarsia, an elaborate form of woodworking that results in beautiful parquet flooring. This is a contest: you must prove that you are more skilled at your craft than your competitors as you redesign the floors of the Cafe de Paris. *Intarsia* is a game of careful choices: of the materials you collect, the wood you purchase, and how you add each interlocking piece on your personal board. Claim a tool to gain expertise and ever larger scoring multipliers. Scheduled to ship in November 2024.

PNA 57821.....$49.95

PINNACLE ENTERTAINMENT GROUP

SPOTLIGHT ON



DEADLANDS CLASSIC: 20TH ANNIVERSARY EDITION - 2ND PRINTING

Classic Never Goes Out of Style. With the *20th Anniversary Edition of the Deadlands Classic* hardcover book, your posse can keep ridin' the Weird West, classic style! Fans of *Savage Worlds* and gamers studying the evolution of roleplaying game mechanics will love seeing the roots of the award-winning RPGs. The first edition of Deadlands hit the shelves in 1996 we're actually reprinting the revised and best version which was released a few years later. We're also including a Conversion Guide so Classic Marshals can use all the Plot Point Campaigns for Deadlands, including Good Intentions, to spur their ghost rock-fevered dreams... Scheduled to ship in October 2024.

S2P 10020.....$69.99

PLAID HAT GAMES



SUMMONER WARS: DELUXE DECK BOXES SET 2

This set includes 6 *Summoner Wars Second Edition Magnetic Deck Boxes* Phoenix Elves, Tundra Orcs, Cloaks, Skyspear Avians, Fungal Dwarves and Eternal Council nestled in a display box. Each deluxe deck box features a magnetic lid and is designed to store one sleeved *Summoner Wars Second Edition Faction Deck* and one full set of dice and tokens. Perfect for the Summoner on the go!

PHG 3601C.....$29.95



WANDERING GALAXIES: A CROSSROADS GAME

Explore space like never before in *Wandering Galaxy*, the newest addition to Plaid Hat's Crossroads Game universe. In the game, players are members of a ragtag starship crew traversing the edge of charted space in search of fame and riches. Together the players command and control a ship as they set off on a world-jumping campaign, taking on jobs too dangerous (or too insane) for the average space traveler. Come aboard and fly across the galaxy to see whether your crew can make enough profit to pay off their ship and become masters of their own cosmic destiny! Scheduled to ship in November 2024.

PHG PH4000.....$69.95

PLAY TO Z



ASCENDING EMPIRES: ZENITH EDITION

The last survivors of the human race have fled to a new galaxy in fear of annihilation at the hands of an unstoppable enemy. Now, having discovered the ruins of four long dead civilizations spread across the stars, a race to develop technology based on these alien relics has begun. Humans will once again ascend to the stars to claim the galaxy. In *Ascending Empires: Zenith Edition*, you explore new planets by flicking your ships into space, expanding your colonies by delving deeper into the expanse and exploiting planets for resources. Naturally, as your civilization grows and competes for territory with others, players will seek to exterminate their opponents through clever combat. Scheduled to ship in November 2024.

PTZ 73400.....$140.00

POKÉMON USA



POKÉMON TCG: DARK POWERS EX SPECIAL COLLECTION

Cast a Spooky Shadow over Your Next Battle! A bone-chilling fog fills the air as night falls and eerie Pokémon ex come out to play! Boasting big HP and powerful attacks, Absol ex and Gengar ex bring the sneaky tricks of the Darkness type to your deck, while the ghostly Banette ex shows off Psychic-type prowess as a foil oversize card for display. Even more Pokémon await inside the booster packs in this special set.

PUI 290-41203..... PI



POKÉMON TCG: PARADOX DESTINIES TIN

Ancient and future Pokémon ex charge into battle! More Paradox Pokémon from the past and future arrive in the *Pokémon TCG* for a destined battle surpassing time itself! The Ancient Pokémon Gouging Fire ex and Raging Bolt ex show their primordial prowess, while the Future Pokémon Iron Boulder ex and Iron Crown ex demonstrate metallic mastery. In this *Paradox Destinies Tin*, you'll find a promo card featuring one of these four Paradox Pokémon, additional allies to add to the fray with 5 booster packs, and a code card for *Pokémon TCG* Live.

PUI 210-85840..... PI

POKÉMON TCG: MINI PORTFOLIO DISPLAY (12) (Q3 2024)

Store up to 60 of your latest and greatest Pokémon cards in this mini portfolio. Each portfolio comes with a *Pokémon TCG* booster pack, so you can start filling it up right away. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-86836.....PI

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SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - STELLAR CROWN BOOSTER BUNDLE (6)
Descend into a world below the surface and discover the true potential of the Terastal phenomenon! The Legendary Pokémon Terapagos takes the throne, joined by Cinderace ex, Lapras ex, and Galvantula ex, all wielding brilliant new powers as Stellar Tera Pokémon ex. The newly discovered Hydrapple ex leads even more Pokémon ex into battle, and ACE SPEC cards continue to shake up the game in the *Pokémon TCG: Scarlet Violet - Stellar Crown* expansion. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
PUI 190-85855..... PI

FEATURED ITEM



POKÉMON TCG: SCARLET & VIOLET - STELLAR CROWN BOOSTER DISPLAY (36)
Descend into a world below the surface and discover the true potential of the Terastal phenomenon! The Legendary Pokémon Terapagos takes the throne, joined by Cinderace ex, Lapras ex, and Galvantula ex, all wielding brilliant new powers as Stellar Tera Pokémon ex. The newly discovered Hydrapple ex leads even more Pokémon ex into battle, and ACE SPEC cards continue to shake up the game in the *Pokémon TCG: Scarlet Violet - Stellar Crown* expansion. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
PUI 190-42279.....PI

SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - STELLAR CROWN BUILD & BATTLE BOX DISPLAY (10)
Inside you'll find: a 40-card ready-to-play deck including 1 of 4 unique foil promo cards, 4 *Pokémon TCG: Scarlet & Violet - Stellar Crown* booster packs, and a code card for *Pokémon TCG* Live. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
PUI 190-86927..... PI



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SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - STELLAR CROWN CHECKLANE BLISTERS CARTON (16)

Descend into a world below the surface and discover the true potential of the Terastal phenomenon! The Legendary Pokémon Terapagos takes the throne, joined by Cinderace ex, Lapras ex, and Galvantula ex, all wielding brilliant new powers as Stellar Tera Pokémon ex. The newly discovered Hydrapple ex leads even more Pokémon ex into battle, and ACE SPEC cards continue to shake up the game in the *Pokémon TCG: Scarlet Violet - Stellar Crown* expansion. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 190-41303.....PI

FEATURED ITEM



POKÉMON TCG: SCARLET & VIOLET - STELLAR CROWN ELITE TRAINER BOX

Descend into a world below the surface and discover the true potential of the Terastal phenomenon! The Legendary Pokémon Terapagos takes the throne, joined by Cinderace ex, Lapras ex, and Galvantula ex, all wielding brilliant new powers as Stellar Tera Pokémon ex. The newly discovered Hydrapple ex leads even more Pokémon ex into battle, and ACE SPEC cards continue to shake up the game in the *Pokémon TCG: Scarlet Violet - Stellar Crown* expansion.

PUI 190-85922.....PI

SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - STELLAR CROWN SLEEVED BOOSTER CASE (144)

Descend into a world below the surface and discover the true potential of the Terastal phenomenon! The Legendary Pokémon Terapagos takes the throne, joined by Cinderace ex, Lapras ex, and Galvantula ex, all wielding brilliant new powers as Stellar Tera Pokémon ex. The newly discovered Hydrapple ex leads even more Pokémon ex into battle, and ACE SPEC cards continue to shake up the game in the *Pokémon TCG: Scarlet Violet - Stellar Crown* expansion. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 190-87900 PI

SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - STELLAR CROWN THREE-BOOSTER BLISTER

Descend into a world below the surface and discover the true potential of the Terastal phenomenon! The Legendary Pokémon Terapagos takes the throne, joined by Cinderace ex, Lapras ex, and Galvantula ex, all wielding brilliant new powers as Stellar Tera Pokémon ex. The newly discovered Hydrapple ex leads even more Pokémon ex into battle, and ACE SPEC cards continue to shake up the game in the *Pokémon TCG: Scarlet Violet - Stellar Crown* expansion.

PUI 190-41305.....PI

POKÉMON TCG: TRICK OR TRADE BOOSTER BUNDLE (2024)

Spooky Surprises Lurk Inside! Share Pokeween fun and excitement on the spookiest night of the year with a bundle of BOOster packs! Inside youll find 35 mini packs, each containing three colorful cards from the *Pokémon Trading Card Game.*

PUI 290-85833.....PI



PURPLE SORCERER



DUNGEON CRAWL CLASSICS RPG: PURPLE PLANET ADVENTURE - WRATH OF THE ORB-MEN!

Regardless of the forces or circumstances that have brought you to this forsaken part of the Purple Planet, your path is clear: forward to adventure! Explore a hidden vale deep in the mysterious outback of the Purple Planet. Interact with bizarre cultures that battle in the shadow of an enormous metallic orb floating above a pitch-black lake of oily liquid, upon which sails an ancient wise one who might possess the answers you need, or who could be the key to your destruction! *Wrath of the Orb-Men!* is a 30+ page digest-sized 3rd-level *Dungeon Crawl Classics* adventure set on The Purple Planet.

GMG PSG0020.....$9.99

PWORK WARGAMES

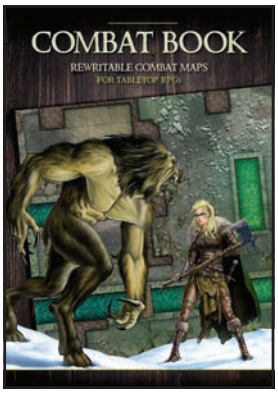


ALTAR OF THE DEAD GODS - SKIRMISH GAME RULEBOOK

Altar of the Dead Gods is a grimdark, Lovecraftian-themed skirmish game. Explore the Buried Temple, seize the sacred relics of the Ancients, and face the horrors lurking in the abyss... But remember, you are not the only one seeking the power of the Temple! The rulebook includes information, background, all game rules, and details on the six factions, along with 5 different missions. Scheduled to ship in October 2024.

PWK GALTAR00180.....$26.99

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COMBAT BOOK: 1 - FANTASY REWRITABLE COMBAT MAPS FOR TABLETOP RPGS

The ultimate tool for role-players. An essential tool for any RPG player and dungeon master: 62 pages of rewritable combat maps with grids of 1-inch squares. Fully plastic-coated, perfect for random encounters, but also for setting the scene for any game situation. Each page can be used individually or as a double page. Tile up another *Combat Book* to expand the map by creating a huge one! Designed and tested by role-players and masters, the *Combat Book* offers generic and specific maps to cover the highest number of typical settings for a tabletop role-play game, such as *Dungeons Dragons* or *Pathfinder*. The highest level of graphic detail allows you to improve the atmosphere of the game, without sacrificing functionality and time. Scheduled to ship in October 2024.
PWK CB00100A3.....$48.99



COMBAT BOOK: 2 - SCI-FI REWRITABLE COMBAT MAPS FOR TABLETOP RPGS

The ultimate tool for role-players. An essential tool for any RPG player and dungeon master: 50 pages of rewritable science fiction combat maps with grids of 1-inch squares. Fully plastic-coated, perfect for random encounters, but also for setting the scene for any game situation. Each page can be used individually or as a double page. Tile up another *Combat Book 2* to expand the map by creating a huge one! Scheduled to ship in October 2024.
PWK CB00200A3.....$48.99

Q-WORKSHOP

BLOODSUCKER SHIMMERING DICE SETS

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QWS SBSU02 .....$19.00



WHITE & GOLD (7)
QWS SBSU03 .....$19.00

DRACOPOLIS DICE SETS

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THE SCANDINAVIAN BLACKFANG (7)
QWS SDCP01 .....$35.00



THE YUACATAN FEATHERWING (7)
QWS SDCP02 .....$35.00



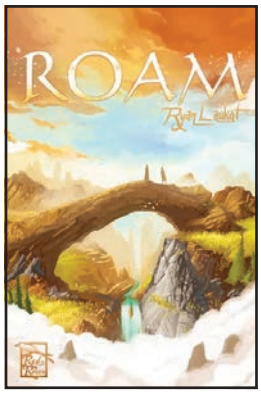
SAPELLI ALL DICE BOX
Scheduled to ship in November 2024.
QWS WAALL02.....$35.00

RED RAVEN GAMES



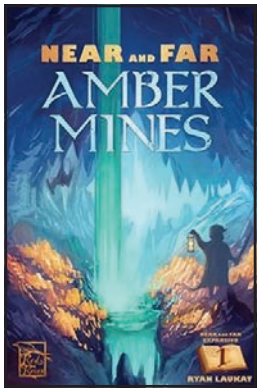
CREATURE CARAVAN

A new threat lurks in the land of Arzium. Ember zombies swarm from volcanic lands to the south, their charcoal bodies the walking hives of evil fire fairies. The closest haven is the city of Eastrey, where a powerful artifact protects the inhabitants. You must travel across the desert and the plains, over mountains and through red canyons, helping wandering creatures of every shape and size to the safety of the city. In *Creature Caravan*, players build a card tableau of creatures while traveling through a magnificent and dangerous land. Scheduled to ship in October 2024.
RVM 033.....$49.99



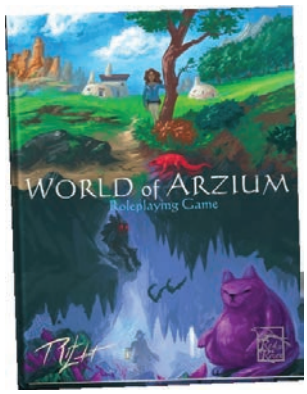
ROAM

Welcome to Arzium, land of ancient civilizations, bizarre creatures, unexplained wonders, and vibrant characters. A great sleeping sickness has spread across the land, sending every type of creature to roam for hundreds of miles in a dazed, incoherent march. It's your job to seek them out and wake them from their sleepwalk, recruiting them to help you find even more lost souls! In *Roam*, you and up to three friends compete to find lost adventurers. When every square on a landscape card has been searched, the player who did the most claims the card, finding the lost adventurer and adding them to their party. Scheduled to ship in November 2024.
RVM 466964.....$29.99



NEAR AND FAR: AMBER MINES EXPANSION

Golden Amber fills the deep mines, its fiery, cold embers glowing in the ancient rocks. Scholars say that the Arzians valued it above gold or silver, and wore it as a sign of wealth. Perhaps the rare substance holds forgotten secrets about the long-dead empire and their lust for power? *Near and Far: Amber Mines* is the first expansion to *Near and Far*. It includes four modules that you can add or remove according to your preferences. Scheduled to ship in November 2024.
RVM 298381.....$24.99



WORLD OF ARZIUM RPG: CORE BOOK
Scheduled to ship in November 2024.
RVM 964109.....$39.99

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MINIATURES



HEROSCAPE:
REVNA'S REBUKE: IRON LICH VISCEROT AND NECROTECH WRAITHRIDERS ARMY EXPANSION

- Four new highly detailed and fully assembled miniatures.
- One new unique hero and one unique squad for Heroscape.
- Featuring additional support for Valkyrie General Revna.

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MINIATURES



HEROSCAPE:
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- Five new highly detailed and fully assembled miniatures.
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MINIATURES



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- Over 40 hexes.
- All new 3-hex water tiles.
- Includes healing Wellspring Water Tiles.

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MINIATURES



HEROSCAPE:
LANDS OF VALHALLA TERRAIN EXPANSION

- Unlock a plethora of map-building possibilities and expand your creative horizons.
- 63 Hex Terrain Tile Pieces.
- Features a new sand 24-Hex Tile.

14+

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STRATEGY



INVENTORS OF THE SOUTH TIGRIS

- Clever dice mechanisms whereby players can customize their pool of dice throughout the game.
- An innovative resource management system where players upskill their craftspeople as they build and publish their various devices.
- The huge variability, strategic depth, and multiple paths to victory make the game massively replayable.

12+ | 90-120 | 1-4

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ROLE-PLAYING



PRE-ORDER NOW!

VAMPIRE: THE MASQUERADE:
5TH EDITION ROLEPLAYING GAME
REVELATIONS OF THE DARK MOTHER ACCESSORY

- A rebirth to a Vampire: The Masquerade classic last printed over 20 years ago.
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ROLE-PLAYING



WEREWOLF: THE APOCALYPSE:
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SCENT OF DECAY CHRONICLE BOOK

- Three pre-written stories that can be run separately or linked together.
- Guidance for character creation and session zero, useful for running these stories or any others.
- Plug-and-play scenes showing Garou relationships with humans and their world, suitable to drop into any story.

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ROLE-PLAYING



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ROLEPLAYING GAME:
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- Create epic fantasy campaigns for your pony heroes.
- 10 New Adventurous and Magical influences and over 40 new spells.
- The Mares of Malevolence, an exciting fantasy adventure for intrepid ponies.

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OCTOBER RELEASE!

ROLE-PLAYING



PRE-ORDER NOW!

HERBALIST'S PRIMER

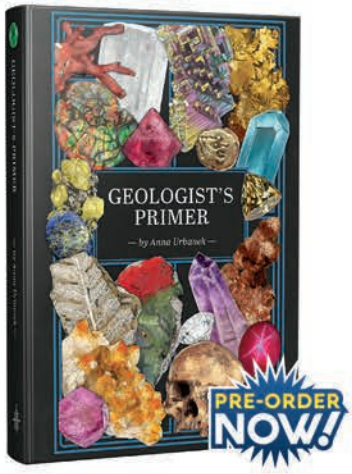
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- Short, sweet, and useful lore chapters on the basics of botany, herb gathering, preparation, alchemy, poisons & antidotes, and more!

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ROLE-PLAYING



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- 100 illustrated, detailed descriptions of magically-inclined plants from around the world.
- Primers on alchemy, blacksmithing, and jewel-grafting for bringing unique mechanics to play at your gaming table.

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RESONYM GAMES



PHANTOM INK: ARCANA (STAND ALONE EXPANSION)
A standalone expansion to the party game *Phantom Ink, Phantom Ink: Arcana* adds 75 brand new question cards, over 200 new secret objects, a cooperative 2-3 player gameplay mode, and 22 fully-illustrated tarot-themed Arcana cards with unique special abilities to spice up gameplay. Players form two teams, both competing to identify the same secret object. Teams take turns passing their spirit question cards, like What would it have as a pet? or What is a jumbo version of it called? Spirits know the secret object, and answer the questions in order to provide clues to help their mediums guess the secret object. Scheduled to ship in November 2024.
RES INKA01 ..... $27.95

RESTORATION GAMES

UNMATCHED: WITCHER
Scheduled to ship in November 2024.

SPOTLIGHT ON

UNMATCHED
THE WITCHER

REALMS FALL
Unmatched: Realms Fall features three characters and two battlefields from the Witcher series.
REO 8906 ..... $49.95

STEEL & SILVER
Unmatched: Steel and Silver features three characters and two battlefields from the Witcher series.
REO 8890 ..... $49.95

ROLL FOR COMBAT





BATTLEZOO ANCESTRIES: CLASSIC CREATURES
Now you can play as the most popular monsters from classic *D&D*. Works with any *D&D 5E* game. Become one of 12 fantastic creatures, including demons, dopplegangers, sentient dungeons, gremlins, intelligent weapons, mimics, minotaurs, nymphs, oni, sidhe, slimes, and sthenos. In-depth information about each classic creature's culture, society, and history. Thousands of unique options and custom rules to build exciting characters for both players and DMs. Immerse yourself in twelve innovative new ancestories and bring out the creatures inside you. Scheduled to ship in November 2024.
5E
RFC 24061 ..... $59.99
P2
RFC 24060 ..... $59.99

SCORPION MASQUE

SPOTLIGHT ON

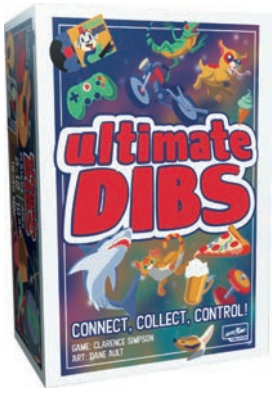
DEAD CELLS: THE BOARD GAME
Dead Cells: The Rogue-Lite Board Game is a dungeon-crawler that offers a cooperative rogue-lite experience inspired by the Metroidvania genre, playable with 1-4 players, and with a gameplay of around 45 minutes. Explore the ever-changing island of Dead Cells in this ruthless dungeon crawler. Explore. Kill. Die. Mutate. Repeat. Scheduled to ship in October 2024.
HBG SMDC01EN $89.99





FESTIVAL
In *Festival*, you select tiles to place on your tableau to create the most impressive and beautiful fireworks display possible...and of course, score the most points! You have two stacks of tiles in front of you, with each neighboring player having access to the stack closest to them; tiles come in four colors and four firework designs. Four stacks of objective cards are in the middle of the table, along with four crowd-pleaser tiles. Move each completed objective to the right of your board. Whenever a player has completed six objectives or a stack of firework tiles has run out, the game concludes at the end of the round. In addition to scoring completed objectives and claimed crowd-pleasers, you have a target color and firework type depicted on your board. Can you shoot the right fireworks to victorious heights? Scheduled to ship in September 2024.
HBG SMFES01EN $19.99

SKYBOUND GAMES



ULTIMATE DIBS
In *Ultimate Dibs*, you and your team will race to score some of the best things out there! On your team's turn, one representative will name a thing and then secure different categories one at a time by calling dibs on them if their thing belongs in that a category. If no one objects, the representative will discard the card, place a token on the space in their color, and move on to explain how the thing ALSO fits into another category, calling further dibs. The dibs calling repeats until they are done or they are challenged. The opposing team may challenge any dibs that stretches the definition of a category. Scheduled to ship in November 2024.
SKY 4699 ..... $19.99

SORRY WE ARE FRENCH



IN THE FOOTSTEPS OF MARIE CURIE
In this family game, enter Marie Curie's laboratory and help the famous scientist win her double Nobel Prize! Conduct experiments, improve your workshop and complete Marie Curie's research before the other players. *In the Footsteps of Marie Curie* is a game featuring resource management and transformation mechanics with a card river and contracts. Resources distribution (Pitchblende, Uranium, and Radium) is done through a cube tower, and the retention or overproduction of these brings a set of surprises each turn. Players progress on a central board through Marie Curie's life timeline. Scheduled to ship in September 2024.
HBG SWMAR-EN $39.99

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

STEVE JACKSON GAMES



MUNCHKIN: DEAD & DEADER EXPANSION
The spirits are restless! You would be too if you constantly had the living bothering you. With a Medium, a Spirit Caller, and a Reality TV Crew banging around the house at all hours, who has time to rattle chains? And a very spooky house it is: From the Paltry Geist all the way up to the terrifying Ghostzebo, Munchkin Dead Deader provides lots of new Undead for your Munchkin deck. Strap on your Talismantle, equip your Hex-Ray Specs, and charge your Ectoplasma Rifle, it's ghost hunting time. Scheduled to ship in November 2024.
SJG 1594.....$11.95

SWEATERBEAR



BEAR MOUNTAIN CAMPING ADVENTURE: EXTREME WEATHER EXPANSION
Don't forget your umbrella and rain boots to combat the extreme weather introduced in this expansion. Earn a lantern to protect your hand and experience even more fun activities. With this expansion, weather will affect how the game is played through Weather Events. All of the possible Weather Events are shown across the Weather Board. The game is played in rounds. The first round starts before the first player takes their turn, and ends when the gameplay gets back around to the first player (just before they take their second turn). If the Forecast Token is sitting on a sunny space then you'll rule the white Weather Die. If it's sitting on a stormy space, you'll roll the black Weather Die. Scheduled to ship in October 2024.
GGC BMCA003 .....$19.99

STRONGHOLD GAMES

SPOTLIGHT ON



TERRAFORMING MARS: UTOPIA & CIMMERIA EXPANSION
Utopia Planitia is a fan-made board with new milestones and awards. Scheduled to ship in November 2024.
SHG 7210..... $24.99

TINKERHOUSE



VAULT OF MINI THINGS
How can a GM bring such a menagerie to the table without dedicating an equally vast amount of time and storage space? If only there was a single solution with a huge assortment of gorgeous full-color fantasy figures and terrain, all organized in a simply elegant system for quick selection, fast cleanup, and concise storage. *The Vault of Mini Things* is a comprehensive full-color minis and terrain solution for *Dungeons Dragons, Pathfinder, Blades in the Dark, Five Leagues from the Borderlands, Frostgrave,* and other fantasy tabletop games.
TIN VAULT-VK.....$139.99

TRICK OR TREAT STUDIOS



TEXAS CHAINSAW MASSACRE: CHAINSAW PROP
Complete your costume or collection with the iconic chainsaw from the 1974 horror classic, *The Texas Chainsaw Massacre.* A toggle switch activates the prop which has a constant motor idling sound effect when turned on. Pull the trigger to spin the chain and unleash chainsaw sound effects directly from the film! Scheduled to ship in October 2024.
TOT TTRL145 ..... PI



TEXAS CHAINSAW MASSACRE: LEATHERFACE MASK
This mask is based on the primary scene of Leatherface in the 1974 Horror Classic, *The Texas Chainsaw Massacre*. Every detail of Leatherface is captured in this amazing latex mask. Scheduled to ship in October 2024.
TOT CDRL100..... PI

SPOTLIGHT ON

HALLOWEEN II
A HIDDEN MOVEMENT GAME

HALLOWEEN II: A HIDDEN MOVEMENT GAME
Laurie Strode needs your help get her some medicine, or a wheelchair, or why did the lights go out? Michael is coming for you. He knows where you are. You must get Laurie to safety! In this 1-versus-many game based on the *Halloween II* movie, you'll need to run around the board to accomplish your objectives while Michael stalks you from the darkness. Michael will track his movement secretly on a separate board, revealing his location only when he is seen by your character or when he attacks! Co-operation is key, so you'd better get moving before its too late. Scheduled to ship in October 2024.
TOT H2B01 .....$59.95

ULTRA PRO INTERNATIONAL

CRITICAL ROLE

CRITICAL ROLE: CALEB WIDOGAST'S GAME MASTER SPELL BOOK
Scheduled to ship in November 2024.
UPI 16480..... PI

DUNGEONS & DRAGONS

DUNGEONS & DRAGONS: PLUSH MIND FLAYER GAMER POUCH
Scheduled to ship in November 2024.
UPI 38470.....PI

MAGIC THE GATHERING

MAGIC THE GATHERING CCG: COMMANDER SERIES - THREE COLOR SHARD PLAYMATS
Scheduled to ship in November 2024.

Q4 2024 BLACK STITCHED PLAYMAT TINYBONES - FAN VOTE
UPI 38469..... PI
Q4 2024 DOUBLE SIDED PLAYMAT ESIKA
UPI 38468..... PI
Q4 2024 STITCHED EDGE ALELA
UPI 38464..... PI
Q4 2024 STITCHED EDGE ARCADES
UPI 38463..... PI
Q4 2024 STITCHED EDGE GISHATH
UPI 38467..... PI
Q4 2024 STITCHED EDGE KESS
UPI 38465..... PI
Q4 2024 STITCHED EDGE KORVOLD
UPI 38466..... PI

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MAGIC THE GATHERING

MAGIC THE GATHERING CCG: FOUNDATIONS

Scheduled to ship in December 2024.

6' TABLE PLAYMAT
UPI 38685 ..... PI

8' TABLE PLAYMAT
UPI 38686 ..... PI

9-POCKET PRO-BINDER
UPI 38680 ..... PI

9POCKET PROBINDER
UPI 38639 ..... PI

9-POCKET PREMIUM ZIPPERED PRO-BINDER SET SYMBOL
UPI 38678 ..... PI

12-POCKET PRO-BINDER
UPI 38681 ..... PI

12POCKET PROBINDER
UPI 38640 ..... PI

15+ CARD BOX 3PACK
UPI 38638 ..... PI

100+ DECK BOX DARK
UPI 38637 ..... PI

100+ DECK BOX LIGHT
UPI 38636 ..... PI

100CT DECK PROTECTOR SLEEVES DARK
UPI 38635 ..... PI

100CT DECK PROTECTOR SLEEVES LIGHT
UPI 38634 ..... PI

105CT APEX DECK PROTECTOR SLEEVES
UPI 38632 ..... PI

ALCOVE FLIP DECK BOX
UPI 38633 ..... PI

LEARN TO PLAY 1 PLAYER PLAYMAT
UPI 38643 ..... PI

LEARN TO PLAY 2 PLAYER BATTLEMAT
UPI 38644 ..... PI

PLUSH GAMER POUCH
UPI 38641 ..... PI

WALL SCROLL
UPI 38642 ..... PI

MAGIC THE GATHERING CCG: MULTIPLANAR RACE SETS

Scheduled to ship in March 2025.

100+ DECK BOX BORDERLESS RACER 1
UPI 38669 ..... PI

100+ DECK BOX BORDERLESS RACER 2
UPI 38670 ..... PI

100+ DECK BOX BORDERLESS RACER 3
UPI 38671 ..... PI

100+ DECK BOX BORDERLESS RACER 4
UPI 38672 ..... PI

100+ DECK BOX COMMANDER A
UPI 38667 ..... PI

100+ DECK BOX COMMANDER B
UPI 38668 ..... PI

100CT DECK PROTECTOR SLEEVES BORDERLESS RACER 1
UPI 38663 ..... PI

100CT DECK PROTECTOR SLEEVES BORDERLESS RACER 2
UPI 38664 ..... PI

100CT DECK PROTECTOR SLEEVES BORDERLESS RACER 3
UPI 38665 ..... PI

100CT DECK PROTECTOR SLEEVES BORDERLESS RACER 4
UPI 38666 ..... PI

100CT DECK PROTECTOR SLEEVES COMMANDER A
UPI 38661 ..... PI

100CT DECK PROTECTOR SLEEVES COMMANDER B
UPI 38662 ..... PI

105CT APEX DECK PROTECTOR SLEEVES SERIALIZED CARD
UPI 38674 ..... PI

105CT APEX DECK PROTECTOR SLEEVES SET SYMBOL
UPI 38675 ..... PI

105CT APEX DECK PROTECTOR SLEEVES VARIANT ART PW
UPI 38673 ..... PI

500+ FLAT PACK STORAGE BOX
UPI 38684 ..... PI

ALCOVE FLIP DECK BOX VARIANT ART PW
UPI 38676 ..... PI

BLACK STITCHED PLAYMAT VARIANT ART PW
UPI 38698 ..... PI

HOLOFOIL PLAYMAT SERIALIZED CARD
UPI 38699 ..... PI

PLAYMAT BORDERLESS RACER 1
UPI 38689 ..... PI

PLAYMAT BORDERLESS RACER 2
UPI 38690 ..... PI

PLAYMAT BORDERLESS RACER 3
UPI 38691 ..... PI

PLAYMAT BORDERLESS RACER 4
UPI 38692 ..... PI

PLAYMAT BORDERLESS RACER 5
UPI 38693 ..... PI

PLAYMAT BORDERLESS RACER 6
UPI 38694 ..... PI

PLAYMAT BORDERLESS RACER 7
UPI 38695 ..... PI

PLAYMAT BORDERLESS RACER 8
UPI 38696 ..... PI

PLAYMAT BORDERLESS RACER 9
UPI 38697 ..... PI

PLAYMAT COMMANDER A
UPI 38687 ..... PI

PLAYMAT COMMANDER B
UPI 38688 ..... PI

PREMIUM ALCOVE EDGE DECK BOX SET SYMBOL
UPI 38677 ..... PI

SPIRAL LIFE PAD
UPI 38682 ..... PI

STITCHED EDGE PLAYMAT SPECIAL GUEST
UPI 38700 ..... PI

WALL SCROLL
UPI 38683 ..... PI

MAGIC THE GATHERING CCG: SECRET LAIR - JULIE BELL PLAYMAT

Scheduled to ship in August 2024.



COAT OF ARMS
UPI 38627 ..... PI



ELVES OF DEEP SHADOW
UPI 38630 ..... PI



GOOD-FORTUNE UNICORN
UPI 38629 ..... PI



SHIVAN DRAGON
UPI 38628 ..... PI



SOUL WARDEN
UPI 38631 ..... PI

MAGIC THE GATHERING CCG: SECRET LAIR - NOT A WOLF BLACK STITCHED PLAYMAT STANDING DESK WOLF TOKEN
Scheduled to ship in August 2024.
UPI 38059 ..... PI



POKÉMON TRADING CARD GAME

POKÉMON TCG: CHARACTER LINE - TINKATON

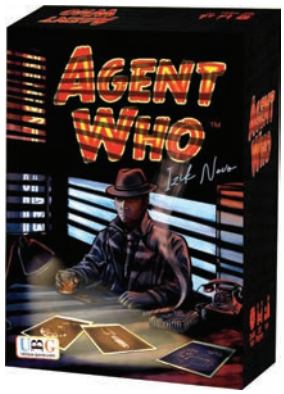
Scheduled to ship in March 2025.

2" ALBUM UPI 16505 ..... PI
4-POCKET PORTFOLIO UPI 16503 ..... PI
9-POCKET PRO-BINDER UPI 16501 ..... PI
9-POCKET PORTFOLIO (5-SHEET) UPI 16504 ..... PI
65CT DECK PROTECTOR SLEEVES UPI 16499 ..... PI
FULL VIEW DECK BOX UPI 16500 ..... PI
PLAYMAT UPI 16502 ..... PI

POKÉMON TCG: SCARLET & VIOLET 8

Scheduled to ship in November 2024.
4-POCKET PORTFOLIO UPI 16079 ..... PI
9-POCKET PORTFOLIO UPI 16080 ..... PI

UNIQUE BOARD GAMES



AGENT WHO

Agent Who is a social mini-party game based on logical assumptions and the elimination of suspects. Perfect for 2-5 players, for family and friends, with gameplay lasting 20-60 minutes. Play the role of a secret agent during the Cold War, collecting enemy intel in a foreign land while covering your tracks. Scheduled to ship in November 2024.
UBG AGWHO $24.00

UPPER DECK ENTERTAINMENT



NEOPETS BATTLEDOME TCG: DEFENDERS OF NEOPIA BOOSTER DISPLAY (24)

8 Card pack build: 3 common, 1 common/rare/Codestone Foil, 1 Super Rare or Higher, 2 Rare, 1 Codestone. This set includes over 250 unique cards for players to collect Scheduled to ship in July 2024. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
UDC 54227 ..... PI

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



NEOPETS BATTLEDOME TCG: FIRE + STARRY STARTER DECKS DISPLAY (8)

Each Starter Deck Includes 55 cards (1 Exclusive Neopet, 2 Common Neopets, 9 Legends, 13 Equipment, 2 Food, 4 Potions, 20 Codestones, 4 Foil Cards), 10 Exclusive Dice, 1 Rulesheet/ Playsheet. 2 different Themed Starter Decks: Fire Uni is balanced as an ATTACK Deck and Starry Acara is balanced for a DEFENSE Deck. Features a diverse roster of Neopets to compete in exciting battles! Scheduled to ship in July 2024. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
UDC 54269.....PI

USAOPOLY



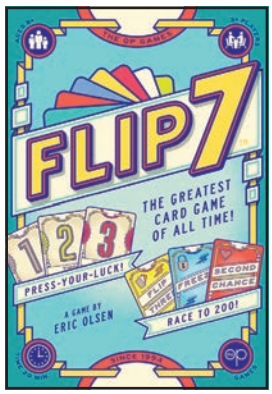
CLUE: WHAT WE DO IN THE SHADOWS

Laszlo's 100% Witch Skin Hat is missing, and somebody who frequents the Staten Island Vampire Residence is responsible. It's vital that the hat be recovered, lest the cursed thing act up more than it has. Join Laszlo, Nandor, Colin and the rest as they search the Fancy Room and Attic to see if the hat is shoved behind a Nadja Doll or shoved into a Hollowed out Book. After all, WHO took it, WHERE they hid it, and WHAT item they used to conceal it will have to be uncovered if there's to be any kind of peace. Scheduled to ship in August 2024.
USO CL174-870..... PI



LIFE: HELLO KITTY & FRIENDS

Introducing *Life: Hello Kitty and Friends Edition* - a whimsical and adorable twist on the classic board game of life! Join Hello Kitty and her friends on a fun-filled journey through the colorful world of Sanrio. Start by choosing your character - will you play as Hello Kitty, My Melody, or another beloved Sanrio character? Travel along winding paths with adorable designed game pieces and charming artwork featuring Hello Kitty and her friends. *Life: Hello Kitty Friends Edition* captures the essence of friendship, happiness, and Sanrios timeless charm as you race to be the one who throws the ultimate Hello Kitty Party. Scheduled to ship in August 2024.
USO LF075-296 ..... PI



FLIP 7

Flip over cards one by one without flipping the same number twice. Sound easy? Think again! This isn't just any deck of cards, in *Flip 7* there's only one 1 card, two 2's, three 3s, etc. plus a bunch of special cards that can score you extra points, give you a second chance, or freeze you or your opponents in your tracks. Are you the type of player to play it safe and bank points before you bust, or are you going to risk it all and go for the bonus points by flipping over seven in a row? Press your luck meets strategy in this addictive card game that's sure to be the greatest card game you've ever played! Scheduled to ship in August 2024.
USO PA172-871 ..... PI

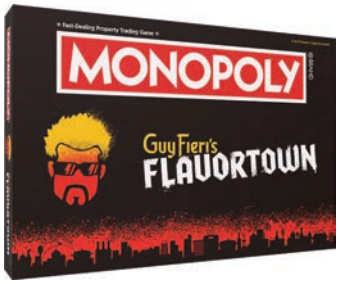


LOTERIA: DRAGON BALL Z

Immerse yourself in the Twelve Universes with *Dragon Ball Z: A Loteria Game* - an English and Spanish version of the popular game of Bingo! Victory awaits as players match images on their tablas with iconic characters, items, and locations. Get ready for a blend of luck and learning in this exciting and bilingual game designed for *Dragon Ball Z* enthusiasts of all skill levels! Scheduled to ship in August 2024.
USO UP113-449 ..... PI



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MONOPOLY: FLAVORTOWN
Get a taste of being a restaurateur while visiting Flavortown. Pick one of six custom movers to travel around the vivid board filled with properties based on Guy's restaurants, cards inspired by Guy's career, and more. Buy and trade properties, make timely moves, and develop your own restaurants. With a bit of fortune, you can come out on top but watch out, your opponents won't go down without taking a stab at their own restaurant empires! Scheduled to ship in August 2024.
USO MN160-869..... PI



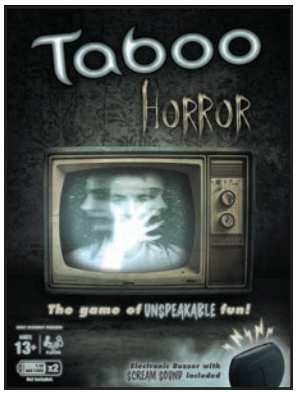
OPERATION: RUDOLPH THE RED NOSED REINDEER 60TH ANNIVERSARY
Join Rudolph and his friends as they celebrate their 60th Anniversary! In this exciting twist on the classic *Operation* board game, players take on the role of skilled surgeons tasked with carefully removing the toys from the Bumble without getting caught. With whimsical illustrations and familiar characters from the beloved *Rudolph the Red-Nosed Reindeer* story, *Operation: Rudolph 60th Anniversary* edition brings the magic of the holiday season to life in a thrilling and challenging game for the whole family. Are you ready to save Christmas? Scheduled to ship in August 2024.
USO OP033-069..... PI



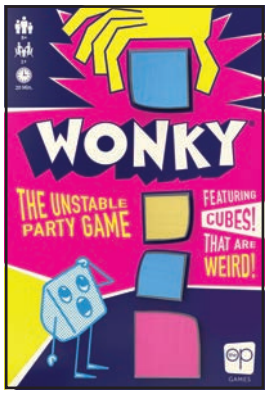
OPERATION: SHREK
Is there a doctor in the swamp? Shrek is suffering from an array of abhorrent ailments. From a Pain in the Butt (Donkey) to a Frog in the Throat, he's got it bad. There are a dozen bits of Funatomy to extricate from his ogrish physique. So, Doc, the patient is prepped, steady your hands and get to it. But be careful! Any mistake and Shrek will show his hot temper (red nose) and let out an ogre roar (buzz)... Scheduled to ship in August 2024.
USO OP009-024..... PI



OUIJA: THE EXORCIST
The 1973 classic film comes to life with this detailed Glow-in-the-dark collectors piece. Grab a friend, pose your questions, and find out what wisdom the other side has in store using the custom planchette and board with elements from the film. Relive the horror masterpiece with the board game if you dare! If things go wrong, there's always The Exorcist. Scheduled to ship in August 2024.
USO OU10-883..... PI



TABOO: HORROR
Nothing is quite as terrifying as saying the wrong thing in *TABOO: Horror*. Taking turns to describe one of 900 Guess words, you'll score a point for everyone you get correct but beware don't say any of the Taboo words or your opponent will push the screaming buzzer and you will lose points! Guess Words include objects, locations, and more from across horror open it up and play, if you're brave enough. Scheduled to ship in August 2024.
USO TO000-585..... PI



WONKY
To win, be the first to get rid of your cards. It's that simple. Or is it? Wonky is a party game with a hint of playful tension. Get rid of cards by playing one with an available matching cube. Successfully add that cube to the tower. The challenge is, the oddly-shaped custom-cubes, slip, slide, and wobble when stacked. With each added block, the difficulty increases for the next player. If the tower falls on your turn, add 3 cards to your hand. Special cards help escape precarious situations and put the pressure on your neighbor! *Wonky* is simple to set up, easy to learn, and quick to play. Scheduled to ship in August 2024.
USO WK107-000..... PI

UVS GAMES

UNIVERSUS TCG

SPOTLIGHT ON



ATTACK ON TITAN - ORIGINS OF POWER - BOOSTER DISPLAY (24)
The second *Attack on Titan* booster set features more of your favorite characters and iconic moments from the manga, all brought to life with stunning artwork. Don't miss out on this highly anticipated addition to *UniVersus*. Contains 24 booster packs. Each booster contains 11 cards: 1 character card, 6 commons, 3 uncommons and one of the following: Rare, Ultra Rare, and Secret Rare. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
UVS AOT02-BD.....$110.00

SPOTLIGHT ON



ATTACK ON TITAN - ORIGINS OF POWER - HANGING BOOSTERS (48)
The second *Attack on Titan* booster set features more of your favorite characters and iconic moments from the manga, all brought to life with stunning artwork. Don't miss out on this highly anticipated addition to *UniVersus*. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
UVS AOT02-HB.....$215.52

SPOTLIGHT ON

MY HERO ACADEMIA - DARK HERO ARC - CHALLENGER SERIES DISPLAY (4)
Want to be strong enough so no one will worry about you? Dive into your Dark Hero Arc in *My Hero Academia* with this Challenger Series! Featuring a new, double-sided Deku character card and a ready-to-play 60-card deck, this release is perfect for fans of the series. The included Collector Booster contains 6 random foil or alt-art versions of cards from the deck, adding an extra layer of excitement to your game. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
UVS MHA08-D.....$139.96



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MY HERO ACADEMIA

MY HERO ACADEMIA - PLAYMAT - DARK HERO ARC
UVS MHA08-PM2 ..... $24.99

MY HERO ACADEMIA - PLAYMAT - WIELDING ONE FOR ALL
UVS MHA08-PM1 ..... $24.99



TEKKEN 8 - CLASH DECK DISPLAY (8)
Excite new players with these new Clash Decks featuring *Tekken 8*! Each deck focuses on the unique abilities of Jin Kazama and Jun Kazama. These decks are ready to play right out of the box and includes a learn-to-play resource and paper playmat to help new players get into the action quickly. Designed with new and returning players in mind, these decks make it easy to jump into the fun. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
UVS TK801-CDD $119.92

WARGAMES ATLANTIC

GRAND BATTLE (10MM)
Scheduled to ship in August 2024.



ASHIGARU
WGA WAARN005S $39.95



SAMURAI
WGA WAARN004S $34.95

WEIRD CITY GAMES



CANOPY: EVERGREEN STANDARD EDITION (STAND ALONE)
In *Canopy: Evergreen*, players compete to grow the tallest trees, collect sets of wild plants, and create bountiful habitats to help native animals thrive. Get lost in the evergreen forest with new plants, animals, and environmentally-friendly 3D tree tokens that grow while you play the game! In the game, players take turns selecting new cards for their forest from three growth piles. Each time you look at a pile, you may select it and add those cards to your rainforest tableau, or return the pile face down, adding one additional card to it. As the piles grow, you must search for the plants and animals that will benefit your forest the most but choose carefully as mingled in with the flora and fauna are dangers in the form of fire, disease, and drought. After three seasons, the player who has grown the most bountiful rainforest wins. Scheduled to ship in November 2024.
WCG 15 ..... $40.00

WHALES ENTERTAINMENT



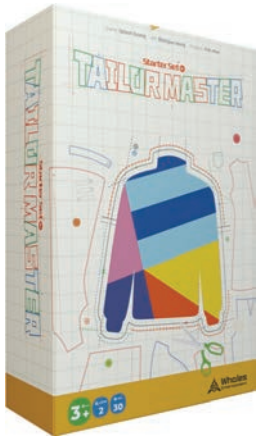
COME ON BITE ME
Welcome to the wild jungle where exhilarating challenges await at every turn! The air is thick with anticipation as the wild creatures gather. Come on bite me! your prey shouts provocatively, daring you to make your move. Will you attack, retreat, or perhaps even join forces with your friends? Get ready for an adventure like no other in the untamed world. As you embark on this quest, your goal is to survive and win as many battles as possible. You will play as various wild animals, hunters or even bacteria. When the game ends, the one with the most trophy points wins. Scheduled to ship in November 2024.
WEG 04000 ..... $14.99



SAFARI WITNESS
With the sun sets, darkness reveals hidden secrets, crimes unfold amidst the Safari! Witnesses show up to assist the police in swiftly solving the crime cases. As a crime witness, your objective is to provide as many valid clues as possible within a limited time. Each valid clue you provide brings the police closer to the truth. You must sharpen your concentration and observation. The more clues you memorize, the closer the victory! Game ends when a player obtains 10 Mugshots. *Safari Witness* will draw you in with Polaroid-like beautiful artwork and engaging theme. Are you ready to delve into the Safari's mysteries? It is up to you to uncover the truth now. Scheduled to ship in November 2024.
WEG 05000 ..... $22.99



JOURNEY TO THE WEST: EIGHTY-ONE PERILS
The Journey to the West is a thrilling and fascinating card game inspired by the classic Chinese novel. The path is full of perils and extraordinary creatures. With taking on the role of the disciples, Shifu, monsters, and deity, the fate of your journey rests in your hands. In this mystical realm, you will navigate your journey strategically by playing cards. Each time, you must carefully observe and follow the card played by the previous player. However, beware! If you find yourself unable to match the card, fate deals a cruel hand, and you must take all the cards on the play area as Peril Cards. Scheduled to ship in November 2024.
WEG 03000 ..... $16.99



TAILOR MASTER
In the bustling studio of Tailor Master, creativity flourishes and dreams take shape. This captivating board game is an invitation to a world where aesthetic intertwines with the recognition of graphics, colors, and the charm of fashion. By deftly pairing 'Clothing Designs' with the intricate patterns on objective cards, they tailor their way to victory. The game starts with the reveal of an objective card, prompting you to swiftly use your Clothes Frame or Pants Frame to find the matching pattern on the Cloth. Hit Tap Bell to signal the end. Both of you then check if the pattern matches the Objective Card, adding excitement and shared anticipation to the gameplay. Embedded in this aesthetics studio, the art of fashion comes to life. Scheduled to ship in November 2024.
WEG 02000 ..... $22.99

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WISE WIZARD GAMES



HERO REALMS DUNGEONS
Perfect for new players and experts alike, this complete 1-6 player game can be played PVP with 2-6 players, or adventure through its solo/cooperative campaign. You'll fight monsters, find treasure, and level up as you battle your way through this epic 12-part dungeon adventure! Scheduled to ship in December 2024.
WWG HR530.....$59.99



PACK THE ESSENTIALS
In Pack the Essentials, players take on the role of travelers who want to fit as many of their adorable polyomino shaped cats as possible in their suitcase. For 1-4 players. Play against your friends or play solo against the Cat Lady!
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OFFERED AGAIN

SPOTLIGHT ON



O/A SORCERER BASE GAME
Sorcerer is a 2-4 player dark fantasy game. This new character building game combines the best elements of a strategy card game and a tactical board game to create a whole new play experience!
WWG 700.....$59.95



O/A SORCERER: VIRGILIU CHARACTER PACK
Playing Virgiliu, you will burn your opponents minions with your Pyromancy while searching your grimoire for your next deadly assault! Contains a 10-card character deck, one skill card, and one avatar standee.
WWG 701.....$6.99



O/A SORCERER: BLOODSOAKED FJORD DOMAIN PACK
Your minions, the trolls of the Bloodsoaked Fjord, grow mad with battle rage. The more injured they and their opponents are, the harder they fight! Contains a 10-Card domain deck and one skill card.
WWG 703.....$5.99



O/A SORCERER: SYLVANEI LINEAGE PACK
With the *Sylvanei Lineage* deck, you will armor your minions with root counters and summon Tree-Kin tokens which will later transform into deadly Tree Guardians! Contains a 20-card lineage deck, one skill card, five double-sided token cards, 10 counters, and one rules card.
WWG 702.....$9.99

WIZARDS OF THE COAST

FEATURED ITEM



MAGIC THE GATHERING CCG: DUSKMOURN - HOUSE OF HORROR BUNDLE
When you're trapped in the endless halls of Duskmourn, the only way out is through. Band together with plucky survivors and battle your way to the heart of the House. This *Duskmourn: House of Horror Bundle* contains 9 Duskmourn: House of Horror Play Boosters, plus 1 Traditional Foil card with Bundle-exclusive alternate-art, 15 Traditional Foil and 15 nonfoil Land cards (including 5 foil and 5 nonfoil Full-Art Lands), 1 oversized Spindown life counter, 1 card storage box, and 2 reference cards.
WOC D34480000.....PI

FEATURED ITEM



MAGIC THE GATHERING CCG: DUSKMOURN - HOUSE OF HORROR COLLECTOR BOOSTER DISPLAY (12)
When you're trapped in the endless halls of Duskmourn, the only way out is through. Band together with plucky survivors and battle your way to the heart of the House. This *Duskmourn: House of Horror Bundle* contains 9 Duskmourn: House of Horror Play Boosters, plus 1 Traditional Foil card with Bundle-exclusive alternate-art, 15 Traditional Foil and 15 nonfoil Land cards (including 5 foil and 5 nonfoil Full-Art Lands), 1 oversized Spindown life counter, 1 card storage box, and 2 reference cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
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FEATURED ITEM



MAGIC THE GATHERING CCG: DUSKMOURN - HOUSE OF HORROR COMMANDER DECK CARTON (4)
Cast fear into the hearts of your opponents with all 4 *Duskmourn: House of Horror Commander Decks* - Miracle Worker, Death Toll, Jump Scare!, and Endless Punishment. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC D34470000.....PI

FEATURED ITEM



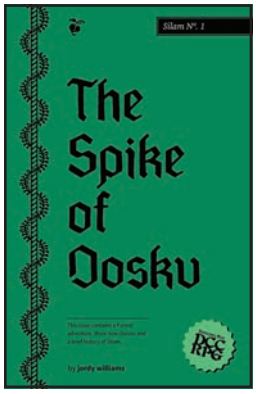
MAGIC THE GATHERING CCG: DUSKMOURN - HOUSE OF HORROR NIGHTMARE BUNDLE
When you're trapped in the endless halls of Duskmourn, the only way out is through; band together with plucky survivors and battle your way to the heart of the plane-enveloping House of Duskmourn.
WOC D34490000.....PI

FEATURED ITEM



MAGIC THE GATHERING CCG: DUSKMOURN - HOUSE OF HORROR PLAY BOOSTER DISPLAY (36)
When you're trapped in the endless halls of Duskmourn, the only way out is through. Band together with plucky survivors and battle your way to the heart of the House. This Duskmourn: House of Horror Play Booster Box containing 36 Play Boosters, perfect for both Limited play and opening packs just for fun. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC D34440000.....PI

WIZARDS WITH LASER RIFLES



SILAM NO. 1: THE SPIKE OF DOSKU (DCC)
Silam No. 1: The Spike of Dosku is the first in a series of zines detailing a new alternative fantasy setting for your *Dungeon Crawl Classics* games. Discover the depths of Silam - a nation broken by civil war with mysteries under the surface to be discovered only by the brave and daring.
GMG WWR0001 ..... $15.00

WIZKIDS/NECA



DC SHORT COMIC BOOK STORAGE BOX: BATMAN CAPE & COWL
Store your comic books in style with NECA's line of printed short boxes, featuring licensed artwork from DC Comics! They're stackable, simple to assemble and made from sturdy double-walled corrugated material with two-layer handles and bottom. Each comic book storage box holds approximately 150-175 bagged and boarded comics. Scheduled to ship in November 2024.
WZK 67020 ..... PI

DC FOREVER
Pick iconic characters pulled from the pages of DC Comics and form your own squad of heroes or rogues in this action-packed, asymmetrical deck-building game from designer Damon Stone! Recruit new characters to your team, each with unique decks and gameplay, and choose which of their cards to add to support your strategy as the game progresses. Bring the fight to your foes directly or focus on your master plan as you clash at classic DC Comics locations from the shadowy alleyways of Gotham City to the subaquatic depths of Atlantis. With multiple pathways to victory, eighteen playable characters, and hundreds of cards to choose from, no two games play out the same way. Let the battle begin! Scheduled to ship in March 2025.
WZK 87558 ..... $49.99





DC HEROCLIX: ICONIX - THE SANDMAN
Journey to the land of dreams, where Morpheus rules all. Neil Gaiman's critically acclaimed saga changed the comic book industry forever - now it will change your *HeroClix* collection! Dream of the Endless has become an enduring pop culture icon and one of the most beloved DC characters. Add him to your favorite *HeroClix* team, or build a team centered around him! This is something that can't be missed by *HeroClix* collectors. Scheduled to ship in January 2025.
WZK 84116 ..... $24.99

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FEATURED ITEM



DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 34 RETURN OF THE DRAGONS BOOSTER BRICK (8)

D&D Icons of the Realms: Return of the Dragons updates all 44 miniatures from the original Tyranny of Dragons set. Features: Collect 44 miniatures from the Tyranny of Dragons campaign. Updated poses and decoration for all 44 original Tyranny of Dragons miniatures. Some miniatures include translucent parts. This fantasy miniature release comes in two product configurations: the Booster & the 8 Ct. Booster Brick. Scheduled to ship in December 2024. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 96278 ..... $199.92

FEATURED ITEM



MARVEL HEROCLIX: COLLECTOR'S TROVE BOOSTER BRICK (12)

The Collector is one of the most dangerous villains in the Marvel Universe. Confront him with your heroes and their strongest equipment or embrace the power of his hoard for yourself! Collector's Trove packs more value into every brick than normally possible - by having more chase figures, items, and surprises in 12 boosters! Build a team of awesome thieves with support from the Gambit and the Thieves Guild. Plan a heist with Ant-Man Security Solutions. Assemble an army of Iron Man's armors. Challenge the Collector in space with the Guardians of the Galaxy. Scheduled to ship in November 2024. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 85004 ..... $203.88



MARVEL HEROCLIX: COLLECTOR'S TROVE PLAY AT HOME KIT (GAMORA AND NEBULA)

Gamora and Nebula are two of the most dangerous sisters in the galaxy - coming to you like never before in this *HeroClix* set! With a clear window to show off the character inside, players know exactly what figures they are getting in this Play at Home Kit! Scheduled to ship in November 2024.

WZK 85006 ..... $24.99

FEATURED ITEM



MARVEL HEROCLIX: SPIDER-VERSE BOOSTER BRICK

Marvel HeroClix: Spider-Verse lets you dive deeper into Spider-Man's adventures than before - by having more chase figures, and surprises in 12 boosters! Spider-Man is at his best when surrounded by amazing friends like Iceman and Firestar. If you're more into his modern tales, you might put him webslinging alongside Ghost Spider or Miles Morales. He'll need all the help he can get to defeat swarms of henchmen from Norman Osborn and Mister Negative! Some of Spider-Man's memorable foes appear in this set for their debut in *HeroClix* like The Wall and Kangaroo! One-Shot cards make an exciting return, letting you capture memorable moments as part of your strategic gameplan! Scheduled to ship in January 2025.

WZK 85013 ..... $203.88



MARVEL HEROCLIX: SPIDER-VERSE PLAY AT HOME KIT

One of the early threats in Ghost Spider's career as a hero is facing down her friend Peter Parker who transformed himself into The Lizard! Have them face off like never before in this *HeroClix* set! With a clear window to show off the character inside, players know exactly what figures they are getting in this *Play at Home Kit*! Scheduled to ship in January 2025.

WZK 85016 ..... $24.99



MARVEL SHORT COMIC BOOK STORAGE BOX: MARVEL HORROR
Store your comic books in style with NECA's line of printed short boxes, featuring licensed artwork from Marvel Comics! They're stackable, simple to assemble and made from sturdy double-walled corrugated material with two-layer handles and bottom. Each comic book storage box holds approximately 150-175 bagged and boarded comics. Scheduled to ship in November 2024.
WZK 67019 ..... PI



MARVEL SHORT COMIC BOOK STORAGE BOX: THANOS AND THE INFINITY GAUNTLET
Store your comic books in style with NECA's line of printed short boxes, featuring licensed artwork from Marvel Comics! They're stackable, simple to assemble and made from sturdy double-walled corrugated material with two-layer handles and bottom. Each comic book storage box holds approximately 150-175 bagged and boarded comics. Scheduled to ship in November 2024.
WZK 67018 ..... PI

SPOTLIGHT ON



PATHFINDER: GOURD LESHY PHUNNY PLUSH BY KIDROBOT
This product is the result of a superpowered team-up between WizKids, experts in TTRPG collectibles, and Kidrobot, premier creators of huggable plush. Check out this next addition in our collection of *Pathfinder* plush! The Gourd Leshy is one of a number of nature spirits granted material form by a druid or similarly powerful magic user. Though they are independent, many leshies form strong bonds with their creators. This Gourd Leshy wants to join you on your adventures! This adorable plush companion sits at 7" tall and is made with the softest premium materials and lots of love. Scheduled to ship in October 2024.
WZK 68375 ..... PI

SPOTLIGHT ON

PATHFINDER: TUKU PHUNNY PLUSH BY KIDROBOT
This product is the result of a superpowered team-up between WizKids, experts in TTRPG collectibles, and Kidrobot, premier creators of huggable plush. Check out this next addition in our collection of *Pathfinder* plush! Tuku used to be Ija's imaginary friend, inspired by drawings that her mother did for her when she was a child that she took joy in coloring . However, on one particular outing, Ija got separated from her class and her visions of Tuku became real as he manifested at her side. Now *Tuku* is ready to accompany you on the journey ahead! This adorable plush companion sits at over 8" tall and is made with the softest premium materials and lots of love. Scheduled to ship in October 2024.
WZK 68376 ..... PI



WONDERBOW



NEBULA
It is said that for every person who has inhabited the Earth, there is more than one shining star in the universe...In Nebula you will have to collect stars to position them in your galaxy. Stars come in various stages, from red giants to white dwarfs, which you can get from star clusters. You can get stars by investing Time or going to Chaos. Then you must position them in some orbit and constellation respecting the law of gravity. Scheduled to ship in October 2024.
GGC WB0003 ..... $39.99

WYRD MINIATURES

MALIFAUX 3RD EDITION
Scheduled to ship in October 2024.



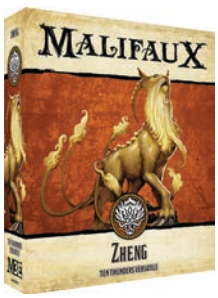
BAD OMEN
WYR 23533 ..... $30.00



GAME OF LIFE AND DEATH
WYR 11618 ..... $13.50



RESURRECTIONISTS STARTER BOX
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ZHENG
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WYR 11616 ..... $35.00



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THROW ME A BONE SCENARIO
WYR 11617 ..... $16.00

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FEATURE
By Trick Or Treat Games

2nd Edition SCOVILLE

SCOVILLE: SECOND EDITION

TOT SCB01 ..... $59.95 | Available August 2024!

On a chilly autumn evening back in 2012, for some reason I began thinking about the Scoville scale for pepper hotness. Those familiar with the Scoville scale know that the more Scoville Heat Units, or SHU, a pepper has, the hotter it will be when you eat it. The same is true for hot sauces.

Also, at that period of my life I had two little kids, which meant I was spending a bunch of time in my evenings able to work on game design in between changing diapers and rocking them to sleep.

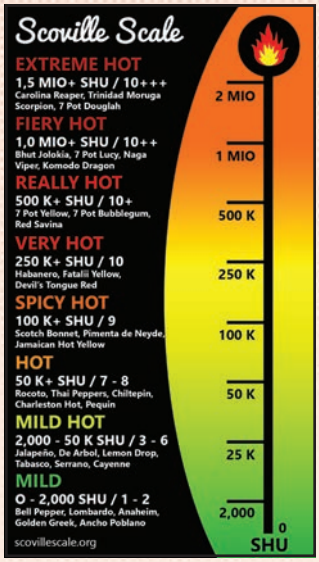
I had been playing tons of games with a great gaming group. We always loved trying new games and seeing what was unique about them. Sometimes we would come across a game mechanic that just seemed off a bit and I found myself coming up with ways that it might be a little better for my gaming group. I had found myself starting to work on my own game designs.

My first design was an overly ambitious game about brewing beer called *Microbrew*. I was over my head and didn't know what to do, but I learned a ton. I got all over Board Game Designer's Forum and the designer geeklists on BoardGameGeek. I read everything I could about game design. I played everything I could play. And then we came to that chilly autumn evening.

BASIC THEME

As soon as the Scoville scale came into my head I immediately thought it could make a great game theme. I am typically a theme-first game designer, meaning I pick a theme and find the right mechanics to work with that theme.

In the case of the Scoville hotness scale, the mechanics that made the most sense was to cross-breed peppers for hotter and hotter breeds. After all, that is what the record setters do. That's how we have the Trinidad Moruga Scorpion and the Carolina Reaper.



CROSS-BREEDING

My general knowledge of peppers at the time was that bell peppers were pretty weak in terms of SHU and they were pretty colorful. That was my starting point for the cross-breeding concept. I started with Red, Yellow, and Blue peppers and decided to use the standard color wheel for the hotness scale. This meant that red, yellow, and blue would represent the bell peppers of the game. I would call them the primary peppers.

Design Tip: I know that there are no blue bell peppers. But sometimes as a game designer, or author, or YouTuber, or other creative, you need to take a little license with the content in order to make things work. There is nothing wrong with this!



Then, following the standard color wheel ideology, the primary peppers would mix to create the secondary peppers… mostly. So, a red and a yellow would cross-breed to create an orange peppers. A blue and a yellow would cross-breed to create a green pepper. And a red and a blue would cross-breed to create a purple pepper.

I realized that I would also need a red-red, yellow-yellow, and blue-blue case as well. Remember that designer note up above? Well, I decided that red-red would breed two reds and similarly for yellows and blues. I suppose this isn't really far from the truth.

BEYOND CROSS-BREEDING



While the cross-breeding bit is pretty neat, it wasn't enough to make a game. I began thinking about what people actually DO with the peppers. The top two things I came up with were the obvious one of a Chili cook-off, and the secondary of a farmer's market. This game me some more thematic areas to build mechanics around. The chili cook-off concept fell into place from the beginning. I just had to assign values to the peppers and then build out combinations for the chili recipes that would be in the Chili Cook-off.

I started putting combinations together and I realized that having only the six peppers (red, yellow, blue, green, orange, and purple) would not be enough to give good variety.

So I added brown, white, and black. This meant I had to revisit my cross-breeding and determine how to get those peppers in the game. I had a couple scenarios to fill out. One of those was a primary





pepper breeding with a secondary pepper. And the other scenario was secondary peppers breeding with secondary peppers.

I determined that any combination of a primary with a secondary would create a brown pepper. I also decided that a secondary with a DIFFERENT secondary would create white, and a secondary with the SAME secondary would create black.

Then I had to do something with white, black and every other pepper. Through playtesting, it made sense that black and white should breed with the "lesser" peppers so that they create that same lesser pepper. This is because those lesser peppers actually become pretty valuable late in the game since they become difficult to cross-breed when the farmers are so far from the core of the field.

THE GHOST

At the time of designing the game, while the Trinidad Moruga Scorpion may have been the actual hottest pepper, pop culture always referenced the Ghost Pepper as the hottest. It made sense that the hottest pepper in the game should pay homage to that. So the ultimate cross-breed of a black and white pepper would yield a "Phantom" pepper.

THE FIELD

It's easy to design a mechanic on paper, but the exciting part is actually getting your prototype on the table. However, you better be a little hard headed, because playing the prototype is also the best way to find out how all your ideas don't actually work how you expected them to.



Moving farmers between pepper plots in the field worked as a great way to cross-breed peppers.

Once I had the cross-breeding design all set, then I turned my focus to the harvesting mechanic. But that's another story for a chilly autumn evening.

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PREVIEW

By Chris Doyle

DUNGEON DENIZENS:

500+ MONSTERS FOR 5E AND DCC RPG!





DUNGEON DENIZENS (5E)

GMG 50105..... $69.99 | Available December 2024!

DUNGEON DENIZENS (DCC)

GMG 5310..... $69.99 | Available December 2024!

Dungeon Denizens is an amazing monster book for your two favorite TTRPG systems, *5E* and *DCC* RPG. This sturdy full-color hardback comes in two cover editions: a *DCC* RPG edition featuring vintage cover art by Sanjulian, and a *5E* edition featuring more modern art by David Griffith. Each edition has the same 550+ monsters. Each and every monster is fully illustrated and statted for game play.

Yes, you read that: 550 monsters! Every challenge rating, every type, every terrain (though mostly dungeons)…if you need a monster, *Dungeon Denizens* has you covered.

Just in case 550 monsters isn't enough, this article for *GTM* will give you a 551st monster! Allow us to present the alchemost, an entirely new monster not available anywhere else. Shelve these pages next to your copy of *Dungeon Denizens* and get ready for some fun dungeon crawls! (Fun for the GM, anyway… the PCs may not enjoy the monsters quite as much…)

This article presents the 5E version of the alchemost, a deadly alchemical ooze.

ALCHEMOST

An alchemost is a semi-sentient ooze spawned when pools of water or other liquids are exposed to arcane energies intermixed with foul chemicals over prolonged periods. The eldritch energy animates the water, granting it a semblance of life, while the chemicals taint the mixture. Alchemosts are found only in ruins or dungeons where powerful magic exists, and thus are quite rare. There is no reliable method of creating an alchemost: they appear to spawn only when chemical and eldritch conditions align. Many are created when a wizardly or alchemical experiment goes awry. Foolish are the wizards that think they can bend such a mindless creature to their whim and will to serve as a guardian or to be unleashed on one's enemies. These wizards are often the first victim of an alchemost's tainted slams.

Alchemosts possess the barest of intellects and do not need to eat or breathe. They can be found both on land and underwater. Alchemosts react to stimuli by lashing out in all directions until its attacker is dead or has retreated beyond the range of its blindsight. Alchemosts rarely wander far from the vats or pools that spawned them, and they regain health quickly if they submerge themselves in such baths.



ALCHEMOST

Small Ooze, Unaligned

Armor Class:	Speed:	Hit Points:
12	10 ft., climb 10 ft., swim 10 ft.	27 (6d6 + 6)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	1 (-5)	6 (-2)	2 (-4)

Damage Immunities: lightning

Damage Resistances: piercing and slashing damage

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages: —

Challenge: 1 (200 XP) **Proficiency Bonus:** +2

Amorphous: The alchemost can move through a space as narrow as 3 inches wide without squeezing.

Fast Healing: While submerged in the alchemical bath that spawned it, the alchemost regains 5 hit points at the start of its turn. If the alchemost takes acid or fire damage, this trait doesn't function at the start of the alchemost's next turn. The alchemost dies only if it starts its turn with 0 hit points and it doesn't heal.

Spider Climb: The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Transparent: The alchemost has advantage on Dexterity (Stealth) checks made to hide.

Unusual Nature: an alchemost doesn't require air, food, drink, or sleep.

ACTIONS

Slam: *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus its alchemical essence may produce an additional effect. Roll 1d6 and consult the table below. The effect lasts for 1 minute or until the next time this trait is triggered.

1. No effect.

2. Acid: The alchemost's slam attacks inflict an extra 3 (1d6) acid damage.

3. Fire: The alchemost's slam attacks inflicts an extra 3 (1d6) fire damage.

4. Alchemical Smoke: Black smoke billows from the alchemost's body, heavily obscuring it.

5. Light: The ooze sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

6. Thunder: The alchemost's slam attacks inflict an extra 3 (1d6) thunder damage. The target and each creature within 10 feet of it must succeed on a DC 13 Constitution saving throw or be deafened for 1 minute.

REACTIONS

Alchemical Splash: When the alchemost takes damage, it may make a Slam attack as a reaction.

What appears to be a pool of cloudy water about four feet in diameter has collected on the floor of this area. It soon becomes apparent that this is no normal liquid. The center of the puddle bulges, and you can make out what appears to be a nearly-transparent face, its mouth opened in a silent scream, in the middle of the pool.

•••

About the Author: Chris Doyle has been a freelance TTRPG contributor for over 30 years. He started freelancing for Goodman Games in 2004, and then joined the company full time in 2020 as the Director of 5E Product Development.



TALES OF THE VALIANT®



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RELEASE DATE OCTOBER 2024

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RAPTSHEE

The raptshee are hawk-like birds with a 20-foot wingspan. Feather coloration varies from brown to gray to black with bold olive edging. A raptshee's preferred habitat is lush hills or forested mountains.

RAPTSHEE (ELVEN HAWK)

Large Fey (Shapechanger), Typically Neutral Good

Armor Class: 14

Hit Points: 45 (6d10 + 12)

Speed: 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	14 (+2)	12 (+1)	12 (+1)	11 (+0)

Skills: Acrobatics +6, Perception +5, Stealth +8

Senses: darkvision 60 ft., passive Perception 15

Languages: Elvish, Sylvan

Challenge: 1 (200 XP) **Proficiency Bonus:** +2

Dive Attack: If the raptshee is flying and dives at least 40 feet straight toward a target and then hits with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

Fey Ancestry: The raptshee has advantage on saving throws against being charmed, and magic can't put it to sleep.

Flyby: The raptshee doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight: The raptshee has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Magic Weapons: The raptshee's melee weapon attacks are magical.

ACTIONS

Talons: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Shapechanger: The raptshee polymorphs into a Small **hawk** or back to its true form. Its statistics, other than its size, are the same in both forms. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting: The raptshee casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 11):

At will: *detect thoughts*

1/day each: *enlarge/reduce, hunter's mark, see invisibility*

BONUS ACTION

Fey Step (Recharge 4-6): The raptshee teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.



A majestic hawk with gray-green feathers perches, unmoving, on a gnarled tree limb. Its gleaming yellow eyes reflect pensive intelligence as it examines your group.

EMERALD WANDERER

Emerald wanderers are enigmatic undead that wander the planes on a path of only their understanding in search of specific kinds of beings to imprison. They appear to be tall humanoids wearing deep black cloaks with cowl hung low to hide their faces. Their skin, which is usually kept covered, is an emerald-green color and emits a subtle glow. Their sharp facial features evoke cruelty and hunger, and behind all emerald wanderers' crooked grins are long, needle-like teeth.

Until they choose their prey, emerald wanderers use their innate shape-changing ability to pose as other humanoids. Their chosen form is less strategic and more often than not simply the guise of the last humanoid they have seen. On more than one occasion, a shocked individual has come across an emerald wanderer that has taken his or her shape—and paid a terrible price for the discovery. Once they select a victim, they relentlessly stalk that individual, calmly and slowly drawing closer until near enough to absorb their prey's life force. They have been known to consume humanoids of all alignments, and they never show fear.

Emerald wanderers, although capable, rarely speak. They have been seen to smile, especially when feeding, but otherwise project a relentlessly indifferent air. They have been known to walk many miles while stalking their victim, a process that can take days or even weeks.



STOLEN ABILITIES TABLE

A GM should roll on the following table 1d4 times (rerolling duplicates) to determine the abilities possessed by an emerald wanderer when it is encountered. The corresponding humanoids are imprisoned within it.

d10	Creature	Ability
1	Bugbear	**Surprise Attack:** If the wanderer surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.
2	Dragonborn	**Damage Resistance:** The wanderer has resistance to one damage type associated with a draconic ancestry.
3	Drow	**Spellcasting (1/Day):** The wanderer can cast *faerie fire*, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16).
4	Dwarf	**Dwarven Resilience:** The wanderer has advantage on saving throws against poison, and has resistance against poison damage.
5	Goblin	**Nimble Escape:** The wanderer can take the Disengage or Hide action as a bonus action on each of its turns.
6	Half-orc	**Relentless Endurance (1/Day):** When the wanderer is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.
7	Halfling	**Lucky:** When the wanderer rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die. It must use the new result, even if it is a 1.
8	Merfolk	**Amphibious:** The wanderer has a swim speed of 40 feet.
9	Troglodyte	**Stench:** Any creature other than a troglodyte that starts its turn within 5 feet of the wanderer must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.
10	Winged Elf	**Flight:** The wanderer has a fly speed of 50 feet.

DUNGEON DENIZENS (5E)

GMG 50105..... $69.99 | Available December 2024!



DUNGEON DENIZENS (DCC)
GMG 5310..... $69.99 | Available December 2024!

HOLLOW ONE

At first glance, hollow ones appear to be gaunt, pale-skinned humans dressed in robes of varying hues. The only hint they are more than what they seem are their flat, emotionless faces and the black pits of their vacant eyes. In truth, a hollow one's human shape is merely a shell that houses an alien being comprised of writhing tentacles and protoplasm. When a hollow one is injured, it does not bleed; instead, thin green tendrils emerge from the wound. When its humanoid husk is destroyed, hollow spawn erupt from the fleshy vessel.

Hollow ones may have once been human, but exposure to the evil influences of primeval magics or ancient deities has transformed them into something far more sinister. Their colored robes seem to be tied closely with an associated arcane affinity. Black robe hollow ones draw their magic from necromancy, while the blue robes draw from transmutation magic. The green robes harness summoner magic, while the red and white tap into pyromancy and illusion magic respectively. The daggers that hollow ones use serve some ritual purpose, and the blade might also simply enable a dying hollow one to slice itself open and release the spawn within.



HOLLOW ONE, BLACK ROBE

Black robe hollow one: **Init** +0; **Atk** dagger +2 melee (1d4) or +2 missile fire or frost bones +2 missile fire (1d6 plus special; range 60′) or spell; **AC** 12; **HD** 2d8; **MV** 30′; **Act** 1d20; **SP** infravision 60′, split, resilient form, spellcasting (+6 spell check): Spells [Wizard] — (1st) *arcana affinity (necromancer), cantrip, chill touch* (d24 action die), *runic alphabet (mortal)* (d16 action die); (2nd) *ray of enfeeblement, scare;* Spells [Cleric] — (1st) *darkness, paralysis;* **SV** Fort +1, Ref +2, Will +6; **AL** L; **Crit** III/d8.

Frost bones: The hollow one causes the very bones of a target it hits with this missile fire attack to freeze, inflicting 1d6 damage. Additionally, the target suffers 1d4 damage for every 5′ they move until the hollow one's next initiative count.

Resilient form: A black robe hollow one is immune to any effect that causes physical ability damage such as *ray of enfeeblement* or a shadow's touch.

Spellcasting: A black robe hollow one casts spells as a wizard and suffers a -2 penalty to spell checks when casting cleric spells. On a result of natural 1, a black robe hollow one suffers a 50% chance of major corruption or misfire, rolling on the generic tables as appropriate.

Split: When a hollow one is reduced to 0 hit points, it splits open to reveal a hollow one spawn. The hollow one spawn acts on the same initiative count as the hollow one from which it emerged.

A pale-skinned human, thin and tall, is dressed in inky black robes. He grips a dagger in one hand. The man's face is unnervingly blank, seeming to lack any emotion. His eyes are little more than hollow pits.

SPOTLIGHT
By Steamforged Games

EXPLORING GODTEAR

A MINIATURE SKIRMISH GAME BY STEAMFORGED GAMES

GODTEAR: THE BORDERLANDS STARTER SET

SFL GT-012..... $54.99 | Available Now!

Godtear is a hex-based miniature skirmish game where players go head-to-head to claim the powerful tears of fallen gods, created by Steamforged Games (Guild Ball, Warmachine, and more). If you're looking for an immersive and tactical miniatures game that's quick to get to the table, here's why you should check out *Godtear*.

THE WORLD OF GODTEAR

Godtear is set in a fantasy realm where the gods have fallen, leaving behind fragments of their power known as "godtears." These godtears have the potential to bestow immense power upon those who harness them. Champions from across the land are drawn to these remnants, each seeking to claim the power for their own purposes.



GAME MECHANICS

Godtear is designed for two players, with each commanding a warband of champions and their followers. The core gameplay revolves around tactical decision-making, action economy, and strategic positioning.

CHAMPIONS AND FOLLOWERS



Champions: Each player controls multiple champions, each with unique abilities, strengths, and weaknesses. Each champion belongs to one of four champion classes with dramatically different playstyles: Slayers, Maelstroms, Guardians, and Shapers.



Followers: Alongside the champions are followers, smaller units that provide support and can influence the flow of battle. Each champion has a specific group of followers that complement their class and abilities.

TURN- BASED STRATEGY

Godtear is played on a hex-based board, with players taking turns to move their units, attack opponents, and activate special abilities. Each turn consists of a plot phase, where players reposition their warband and prepare for combat, followed by a clash phase, where the real action happens. This system ensures that both players are constantly engaged and thinking ahead.

BATTLE LADDER AND VICTORY CONDITIONS

Victory in *Godtear* is achieved by controlling the battle ladder. The battle ladder is a track at the side of the game board featuring a numbered turn token. Defeating enemy champions, followers, and controlling objectives causes the turn token to move towards your end of the battle ladder. If the turn token is on your side of the battle ladder at the end of the turn, you win the turn. Each turn is worth a different amount of victory points, the first player to score 5 victory points wins the game!

The dynamic scoring system keeps games competitive and exciting, with the tide of battle able to turn quickly based on player actions and strategies.

COMPONENTS AND MINIATURES

One of the standout features of *Godtear* is its highly detailed, single-piece miniatures. They come pre-assembled and pre-coloured according to their class, so you don't need to spend time building and can get straight to playing. The game also includes a variety of banners, tokens, champion dashboards, and objective markers, enhancing the visual and tactical aspects of the game.

EXPANSIONS

Godtear is supported by a range of champion expansions, each introducing new champion and follower sets to add to your warband. Because *Godtear* is factionless, every new champion introduces a ton of potential combinations and strategic choices.

With its blend of strategic depth, beautiful miniatures, and engaging lore, *Godtear* offers a compelling experience for both new and veteran tabletop gamers.





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SPOTLIGHT
By Monster Fight Club

MORPH'N MINIA

CYBERPUNK RED: COMBAT ZONE - 2-PLAYER STARTER

MFC 45000 ..... $120.00 | Available Now!

Here at Monster Fight Club, one of our favorite things to over-analyze are metagames. Across our team, we've got over a century of experience designing and competitively playing in various "meta" driven games, and we thought it might be interesting to highlight some of the game design techniques that go into designing a meta.

First, let's define "meta" in this context. If you're an experienced card gamer, you've probably heard the term a lot. Meta is short for "metagame," and it refers to the game around the game. It's the decisions you make about what you're going to play and how you're going to play it. So, if you know your opponents are all going to be running ogres, you might consider bringing that +2 ogre-slaying knife. But even games without lists or deck building can have a metagame.

The most important truth to accept about metagames (if you're a game designer) is that the meta is created by the players. The designer can influence and respond to it, but the designer can't ultimately force the players to play a particular way or with particular units. Sometimes, the community even plays suboptimally or fails to find a combo for an extended period of time. Other times, the community finds an unexpected combo, and you need to respond before the entire game stagnates.

Stagnation is the enemy, and Counterplay is the weapon to kill it. A healthy miniatures meta sees new units and builds rising to the top constantly, and with units that aren't just the new hotness. Old units should find new life, and one tactic shouldn't remain top-dog for too long. It might never be bad, but it needs to be beatable. If a build has more than a 55% win rate for too long, it will dominate and define your metagame. So it's important to build counters and to monitor the power builds.

So, let's take some of these vague concepts and apply them directly to *Cyberpunk RED: Combat Zone*. When the team set down to design our latest wave of box sets,





TURE METAS

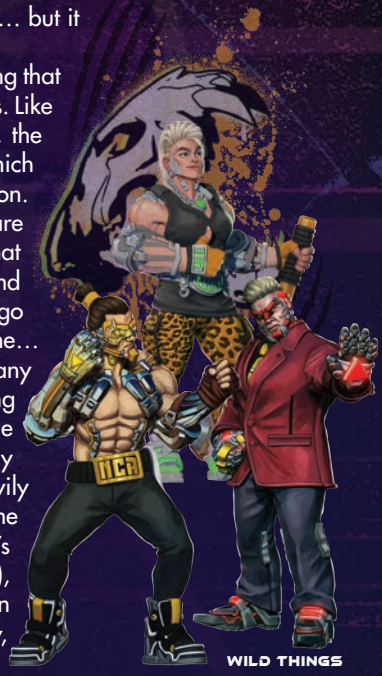
we wanted to focus on a few non-meta things, like cool models and expanding faction options. This led to three new starter gangs, which we then designed to interface with our growing metagame inspecific ways.

First, let's take a peek at the upcoming Piranhas gang. This gang is a dual faction gang, having both the Zoner and Bozo keywords. They're available to either faction and bring different tools to each. This gang introduces a new concept with its leader: a shared action. The Block Boss has the Mandatory Fun ability, which lets every other model use the Party Hard action. Of course, once the Block Boss dies, the party stops (it no longer grants its action). Party Hard stuns every rival within a short distance if successful. And it's an Influence action, so it can be difficult for shooting and melee-focused models to resist. This makes the entire gang able to disrupt chain activation strategies. This burgeoning tactic of activating as many models in a row as you can without your rival getting a turn hasn't become too dominant, but it is starting to take hold. We wanted to add counterplay so that rivals at least have to work for it!


PIRANHAS

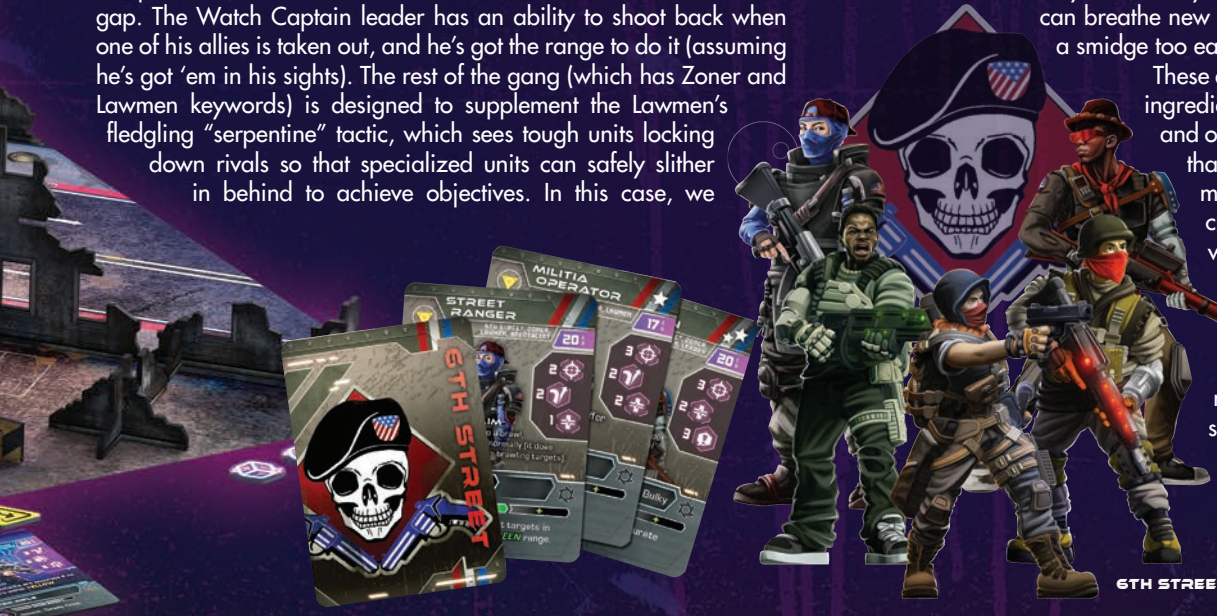
Next, we wanted to cut the "alpha" strike off before it became too oppressive. Alpha strike tactics appear in a lot of games, and for good reason. The goal is to eliminate as much of your rival as quickly as possible, thereby greatly hindering their ability to achieve scenario goals. Thankfully, that's pretty rare in our game, thanks to the [RE] action system, except when dealing with exceptionally long-range weapons. So, we introduced 6th Street to both use and counter that gap. The Watch Captain leader has an ability to shoot back when one of his allies is taken out, and he's got the range to do it (assuming he's got 'em in his sights). The rest of the gang (which has Zoner and Lawmen keywords) is designed to supplement the Lawmen's fledgling "serpentine" tactic, which sees tough units locking down rivals so that specialized units can safely slither in behind to achieve objectives. In this case, we liked that our player base had discovered a clear Lawmen tactic that was… fine… but it lacked just a little bit of punch.

Lastly, we wanted an all-new gang that didn't fit into any of the other factions. Like the Danger Gals and Edgerunners, the Wild Things are mostly mercs, which makes them available to every faction. These bodybuilders and boxers are a small-time protection gang that occasionally runs exhibitions and underground sporting events. They go into an odd place in our metagame… the two-action meta. Right now, many models have 3 action tokens, giving them 3 actions of various quality. The Wild Things, however, are mostly 2 action models, but they're heavily specialized in melee fighting. One example of this is the Bruiser. He's got a pair of green actions (the best), plus he gets to move for free when he takes damage. Most importantly, when he damages a model with a melee attack, he refreshes an action. He slows down a lot once he's hurt, but if he starts throwing punches, he can do a lot of damage.


WILD THINGS

The Wild Things, in general, do a job very few current models do well; they hold objectives. Much like the rook in chess, their true power is in board control. This is a vital addition to our metagame, which currently rewards early rushing of rival positions. That's not inherently bad, but by adding these melee mercs, we can breathe new life into older models that fell a smidge too easily to the charge.

These expansions throw a lot of new ingredients into our metagame soup, and our design team feels confident that early on, we'll see our efforts morph the metagame towards creative list building… but we also know that one of you crazy gamers will break our meta eventually, especially if we let it sit too long in one state. A meta is a puzzle, after all, so we have to keep moving the pieces around, or else those pesky players will solve it!



6TH STREET

PREVIEW
By TinkerHouse Games

UNLOCK VAULT OF MINI THINGS FOR ALL-IN-ONE ADVENTURE!

VAULT OF MINI THINGS

TIN VAULT-VK..... $139.99 | Available December 2024!

In the expansive world of *Dungeons & Dragons* and other RPGs, the challenge of bringing campaigns to life on the tabletop can be daunting. Unpainted miniatures require time, skill, and cost, while even pre-painted minis pose storage and organization problems. New players can feel overwhelmed, and seasoned adventurers often grapple with a cluttered assortment of minis in various scales and styles.

INTRODUCING THE VAULT OF MINI THINGS BY TINKERHOUSE GAMES

The *Vault of Mini Things* is the ultimate solution for your fantasy adventures. Each Vault contains hundreds of fantasy miniature standees with hand-drawn front-and-back art and full-color starter terrain for dungeon, wilderness, and town encounters.



FOR EXPERIENCED RPG GAMERS

The *Vault of Mini Things* offers a treasure trove for seasoned RPG enthusiasts, with over 800 hand-drawn standees. From mighty heroes and horrific undead to menacing monsters, giants, and dragons, the collection includes a diverse range of creatures. You'll also find hapless NPCs, friendly and fearsome animals, and an array of props to enhance any encounter. The efficient 2D format means even rarely-encountered monsters are included, and large creatures fit neatly into a single boardgame-sized box.



Organizing your collection has never been easier. Say goodbye to digging through mismatched bags and bins of minis. The Vault's card catalog-inspired system allows game masters to quickly find and deploy the exact creature needed for any encounter. Whether you need an ancient lich, a mischievous imp, a proud dragon, or a village kid looking for their lost cow, the perfect visual representation is always at your fingertips.

Designed for convenience, The Vault's compact, boardgame-sized box fits neatly on an Ikea Kallax bookshelf and is perfectly portable. It's an ideal companion for game nights at a friend's house, conventions, and store events, making it easy to bring your collection wherever your adventures take you.

FOR NEWCOMERS TO THE HOBBY

For new players who feel overwhelmed by the vastness of tabletop RPGs, The Vault serves as the ideal starter set solution. It's like opening a treasure chest filled with endless possibilities, providing everything needed for vivid tabletop encounters without the stress of painting miniatures. Each standee features hand-drawn, full-color artwork by Marshall Short of Printable Heroes, who has over eight years of experience creating standee art for tabletop games. Short's cohesive style is perfectly tuned for table-distance visual acuity, allowing newcomers to craft vivid encounters easily.

The Vault's creatures come in sufficient quantities for typical tabletop RPG encounters, making setup and play straightforward. For those wishing to create truly epic battles, expansion packs for specific categories of monsters are available and can be seamlessly integrated into The Vault's organization system.



WHY CHOOSE THE VAULT?

The *Vault of Mini Things* offers a comprehensive solution for any RPG player. For those unsure where to begin with minis, The Vault's extensive catalog and starter terrain simplify the entry into tabletop miniatures to "just get this, it has everything you'll need", making it easier for beginners to dive in.

For players who love miniatures but lack the time or skill to paint them, The Vault is a dream come true. Each piece is hand-drawn in a cohesive art style designed for tabletop RPG play, eliminating the need for painting and allowing players to focus on the game.

For those needing a multitude of creatures but lacking storage space, The Vault offers an elegant solution. All elements fit neatly within a single boardgame-sized box, providing a compact and efficient way to manage and deploy a vast array of minis.

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TinkerHouse Games was founded with the mission to help tabletop players get to the fun, faster. They've developed the TinkerTurf line of full-color chipboard sci-fi terrain for many years, creating battlefield obstacles and military-industrial structures in Abandoned and Neutral color palettes. The Vault of Mini Things *is their long-awaited expansion into full-color accessories for fantasy tabletop games.*



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PREVIEW
By Monte Cook Games

THE MAGNUS ARCHIVES ROLEPLAYING GAME



THE MAGNUS ARCHIVES RPG: CORE BOOK (CYPHER SYSTEM)

MKG 379..... $74.99 | Available xxx!

BRINGING THE MAGNUS ARCHIVES TO THE RPG TABLE

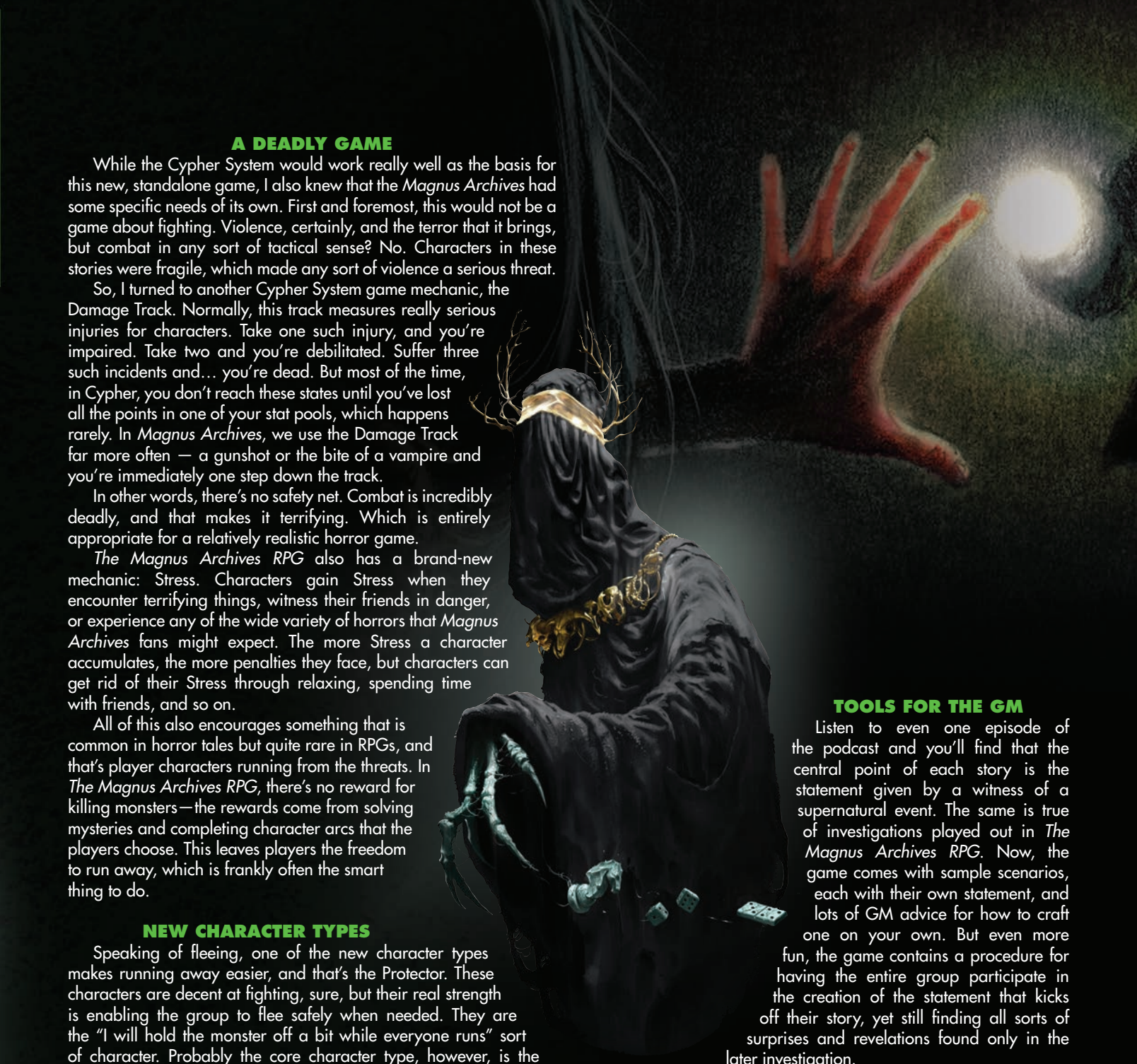
I remember distinctly putting my headphones on and hitting play on episode one of *The Magnus Archives*. I was drawn in immediately and completely captivated. This was a well-done horror tale with a framing device that offered lots of potential for further stories. I love it, and knew right away that it would make a fantastic roleplaying game.

So, I made that game. Like *Old Gods of Appalachia* before it, I knew that the setting's open-ended nature, as well as the focus on characters and story of the Cypher System would work well. Creating and GMing these kinds of stories would be a challenge, so the fact that Cypher makes everything else about being a GM so easy made it a great fit.



STATEMENTS AND INVESTIGATIONS

Characters in *The Magnus Archives RPG* work for an organization that collects the statements of people who have encountered the supernatural. The characters' job is to investigate and follow up on those claims, leading to their own terrifying experiences. They'll interview witnesses, explore strange locations, and come face to face with cultists, spirits, and unique creatures such as the Angler Fish, the Not Them, and the avatars of the Entities. These Entities are cosmic beings that exist as the manifestation of all of humanity's greatest fears, from the bloody murder to heights to utter isolation. All of these fears come into play in a *Magnus Archives RPG* campaign, each one quite different from another but all quite terrifying and dangerous.



A DEADLY GAME

While the Cypher System would work really well as the basis for this new, standalone game, I also knew that the *Magnus Archives* had some specific needs of its own. First and foremost, this would not be a game about fighting. Violence, certainly, and the terror that it brings, but combat in any sort of tactical sense? No. Characters in these stories were fragile, which made any sort of violence a serious threat.

So, I turned to another Cypher System game mechanic, the Damage Track. Normally, this track measures really serious injuries for characters. Take one such injury, and you're impaired. Take two and you're debilitated. Suffer three such incidents and… you're dead. But most of the time, in Cypher, you don't reach these states until you've lost all the points in one of your stat pools, which happens rarely. In *Magnus Archives*, we use the Damage Track far more often — a gunshot or the bite of a vampire and you're immediately one step down the track.

In other words, there's no safety net. Combat is incredibly deadly, and that makes it terrifying. Which is entirely appropriate for a relatively realistic horror game.

The Magnus Archives RPG also has a brand-new mechanic: Stress. Characters gain Stress when they encounter terrifying things, witness their friends in danger, or experience any of the wide variety of horrors that *Magnus Archives* fans might expect. The more Stress a character accumulates, the more penalties they face, but characters can get rid of their Stress through relaxing, spending time with friends, and so on.

All of this also encourages something that is common in horror tales but quite rare in RPGs, and that's player characters running from the threats. In *The Magnus Archives RPG*, there's no reward for killing monsters—the rewards come from solving mysteries and completing character arcs that the players choose. This leaves players the freedom to run away, which is frankly often the smart thing to do.

NEW CHARACTER TYPES

Speaking of fleeing, one of the new character types makes running away easier, and that's the Protector. These characters are decent at fighting, sure, but their real strength is enabling the group to flee safely when needed. They are the "I will hold the monster off a bit while everyone runs" sort of character. Probably the core character type, however, is the Investigator. They have unique abilities that allows them to pick up on details that others would miss, and conduct research to find out more information.

If you've listened to *The Magnus Archives* podcast, you will probably be expecting a character like Jonny Sims, the main narrator. And you won't be disappointed. Like Jonny, the Head Archivist, players who choose the Elocutionist excel at talking to people. They can get people to reveal their secrets and do what they want them to do.

Last, and perhaps strangest of the character types, is the Occultist. These people start the game with some special knowledge about what the characters might face, and even sometimes have the ability to harness the power of the Entities for their own advantage. Such power does not come without risk or cost, so players with an Occultist character will become very familiar with the new Stress mechanics (but they'll learn to develop a resilience to Stress as well).

TOOLS FOR THE GM

Listen to even one episode of the podcast and you'll find that the central point of each story is the statement given by a witness of a supernatural event. The same is true of investigations played out in *The Magnus Archives RPG*. Now, the game comes with sample scenarios, each with their own statement, and lots of GM advice for how to craft one on your own. But even more fun, the game contains a procedure for having the entire group participate in the creation of the statement that kicks off their story, yet still finding all sorts of surprises and revelations found only in the later investigation.

Overall, gamers will find more GM advice in this product than any other MCG product that has come before, because GMs are so important to the creation and portrayal of Magnus-Archives-style stories. want *Magnus Archives* GMs bursting with information, ideas, and techniques for portraying the best horror tales that have ever come to life at a game table.

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At nearly 35 years, Monte Cook has the longest continuous game design career in RPGs. He's worked on hundreds of products, including as a co-designer of D&D 3rd Edition*, and designer of* HeroClix, Return to the Temple of Elemental Evil, Ptolus, Arcana Evolved, Numenera*, the Cypher System, and so much more. He's also an accomplished fiction and nonfiction author.*

SPOTLIGHT
By WizKids/NECA

BRING DUNGEONS & DRAGONS TO LIFE WITH

DUNGEONS & DRAGONS

ICONS OF THE REALMS
QUESTS FROM THE
INFINITE STAIRCASE™

WIZKIDS



DUNGEONS & DRAGONS: ICONS OF THE REALMS - QUESTS FROM THE INFINITE STAIRCASE BOOSTER BRICK (8)

WZK 96313..... $159.92 | Available August 2024!

DUNGEONS & DRAGONS: ICONS OF THE REALMS - FROGHEMOTH ELDER BOXED MINIATURE

WZK 96315..... $79.99 | Available August 2024!



Ready to bring classic *Dungeons & Dragons'* adventures to the table? The minis in *D&D Icons of the Realms: Quests from the Infinite Staircase* from WizKids are the best way to bring those pages to life. Here's the lowdown on what makes these miniatures a must-have for gamers and collectors.



WHAT'S IN THE BOX?

This set has 45 different miniatures, representing characters and creatures from the classic adventures in *Quests from the Infinite Staircase*. While they're taken from the adventures' bestiaries, they are also great options expanding any *D&D* collection. Some standout figures include:

- **Gibberlings:** Creepy little critters that are sure to add a bit of horror to your game.
- **Androids:** Ideal for those futuristic, sci-fi campaigns.
- **Hobgoblins:** Classic foes that every dungeon master needs in their arsenal.
- **Rug of Smothering:** A fun and iconic trap ready to spring on unsuspecting players.
- **Animated Armor:** A classic jump scare found in many wizard towers.
- **Mind Flayer Scientist:** A unique figure that's bound to be a hit with collectors and players alike.

START YOUR COLLECTION THIS FALL

The *Quests from the Infinite Staircase* minis hit shelves in September 2024. These miniatures are sold in Booster packs, which include four random figures — one Large and three Medium- or Small miniatures. Each miniature's base is inscribed with the figure's name and number out of 45. These random booster boxes drive collectability as D&D fans track down their favorite minis from the set of 45.

THE FROGHEMOTH ELDER: A HIGHLIGHT OF THE COLLECTION

The *Froghemoth Elder* boxed miniature is a separate, individually packaged 'mini' releasing alongside the *Quests from the Infinite Staircase* Boosters. Sitting on a 100mm base and standing just under 8 inches tall, this Gargantuan aberration is a fresh take on a classic *D&D* monster. Resembling a warty toad, the *Froghemoth Elder* uses its powerful tentacles to drag adventurers underwater or into its giant maw. This miniature not only looks impressive but also adds a thrilling challenge to any campaign.

COLLECTIBLE AND READY-TO-PLAY

The *Quests from the Infinite Staircase* miniatures are more than just game pieces — they're beautifully crafted collectibles that bring the magic of Dungeons & Dragons to life. Here's why your customers will be lining up to buy them:

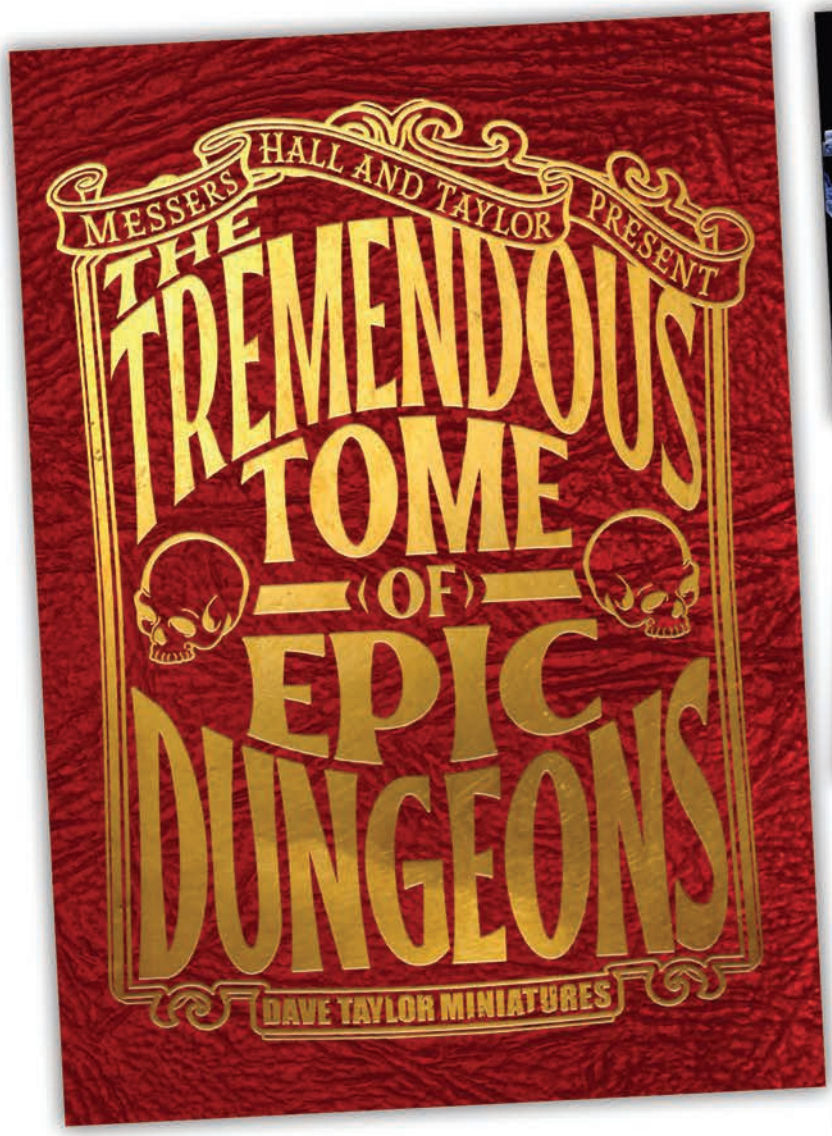
- **Versatility:** These miniatures are perfect for any campaign. Whether you're playing *Quests from the Infinite Staircase* or another D&D adventure, these minis will fit right in.
- **Low Barrier to Entry:** Each miniature is pre-painted, letting gamers bring them right from the FLGS to their table with no worries.
- **Collectibility:** With 45 different miniatures to collect — each named and numbered on their clear base — plus the Froghemoth Elder boxed miniature, collectors will be eager to complete their sets.
- **Gameplay Enhancement:** These miniatures add a tangible element to gameplay, making encounters more immersive and exciting.

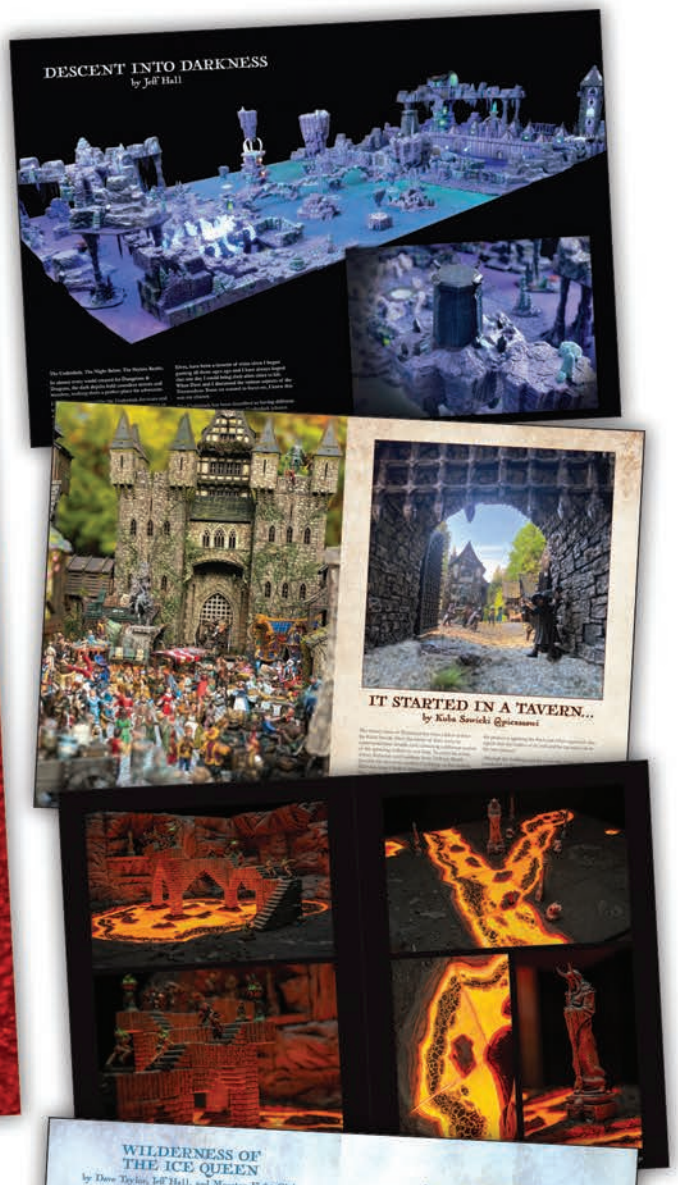
The *Quests from the Infinite Staircase* miniatures are a fantastic addition to any *D&D* collection. They're beautifully crafted, fun to use in games, and sure to be a hit with your customers. By leveraging pre-orders, hosting events, and creating eye-catching displays, you can make the most of this exciting release. Get ready to bring some magic into your store and help your customers elevate their *D&D* adventures with these amazing miniatures!

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QUESTS FROM THE INFINITE STAIRCASE MINIATURES AT A GLANCE

- Releases September 2024
- 45 miniatures to collect
- Sold in Boosters containing 4 random minis
- Taken from the pages of the campaign but perfect for building a collection
- **Single 4-Mini Booster MSRP:** $19.99
- **Froghemoth Elder Boxed Miniature MSRP:** $79.99









Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

THE TREMENDOUS TOME OF EPIC DUNGEONS (160p) - $55 MSRP

PREVIEW
By Mantic Games

Mantic Games Launching Two Hobby Gift Calendars in 2024

FANTASY ADVENT CALENDAR: BAR ROOM BRAWL

MGE MGBBM101 ..... $40.00 | Available November 2024!

SCI-FI ADVENT CALENDAR: DEEP-SPACE PEST CONTROL

MGE MGHCM101..... $40.00 | Available November 2024!

Are you ready for something special, and really quite different this holiday season? If so, you should check out what Mantic Games have been cooking up – as they seek to reinvent a festive holiday tradition for 21st Century gamers…

Holiday gift calendars have been expanding out from chocolate and festive window pictures for some time now, but how about a proper miniatures game – packed piece by piece behind those doors? Now that's what we're talking about!

In 2023, Mantic Games did just this with their debut miniatures game holiday gift calendar – '*Bar Room Brawl*', with fans able to get their hands on a special bit of gaming history.

And now, *Bar Room Brawl* is returning for everyone who wasn't able to get a copy the first time around. This festively-themed game is set in a fantasy tavern (where of course every great adventure begins), with a diverse crew of characters barging their way back and forward from the bar with tasty grog and grub, tripping each other up, and dodging the attention of the goblin bouncer…



All the classic fantasy favourites are here as well, a paladin, an elf, a witch and a dwarf – not to mention the barkeep and his faithful hound!

From the 1st December until Christmas, you'd open a door each day – getting a new miniature, piece of terrain, or game components ready to play your new game on the 25th. What a time to be alive – and now you know what you'll be needing this winter.

This was a project that the team had been excited about for a few years, and were finally able to bring to reality last year.

'For our first ever holiday gift calendar our team cast and packed all of the new characters by hand,' said Matt Gilbert, Mantic's Head of Studio. 'Even though we had to put a limit on the quantity for this first run, *Bar Room Brawl* was a real hit, so we found ourselves hand-casting thousands of beautiful resin miniature pieces for this product alone – right here at our HQ in Nottingham.'

Online the team at Mantic were delighted to watch videos and photos springing up as gamers painted up their calendar goodies day-by-day, and then showed off their finished games that they were able to enjoy with friends and family. The excitement of what was coming each day is a great motivator to get back to the calendar each morning, ready for another bite-sized slice of hobby fun for that day or evening.

With the concept proven, the Mantic team are ready to scale things up – firstly shifting the contents of the calendar from resin to plastic miniatures, and secondly expanding the range with a brand-new second game to scratch everyone's sci-fi itch as well…

This December, gamers can escape to the far future, where they'll take on the role of an alien mercenary who is the last hope for an outpost over-run by 'the Veer-myn'. These insidious rat-like creatures are known to lurk beneath cities, and in the crawlspaces of starships throughout known space. They're not dumb animals, however, and come bristling with armour and dangerous futuristic weapons. It's a wonderful sci-fi twist on a classic fantasy trope, and they make for a great set of adversaries to face off against.

You'll take on the role of Kyro, a Teraton mercenary, who is the last hope for outpost Bexa IX. An infestation of Veer-myn threatens to overwhelm the last survivors before they can be evacuated. If Kyro can seal the hatches from the maintenance tunnels, it will buy enough time for the civilians to escape!

The name of this second game is '*Deep Space Pest Control*' – so you already know what you'll be getting into! Everything you need to play this exciting scenario is in the calendar itself, complete with both a solo and versus mode.

Bar Room Brawl returns, this time also in plastic, ready to reach an even wider audience of fantasy fans as well as those who missed the chance to pick up a copy last year after they all sold out on the Mantic webstore.

If you're ready for some gaming fun made especially for the holiday season, you are invited to check out both '*Bar Room Brawl*' and '*Deep Space Pest Control*'.



Dan Mapleston works on the marketing team at Mantic Games, where he gets to share his passion for great tabletop games with players all around the world.



SMALL BUT MIGHTY

Everyone loves miniatures, but sometimes it feels like it's easier to keep them in a closed box than display them. They get dusty, bent, scratched, they fall behind furniture, you accidentally impale yourself on one of their swords – how can something so small cause so much trouble? Now, Ironguard Supplies is proud to introduce a line of miniature display cases, so you can safely put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.25 inches square, these easy-to-open display cases are sold in packs of two, so you can protect a pair of paladins from getting damaged, lost, or worse!

See the full line at ironguardsupplies.com

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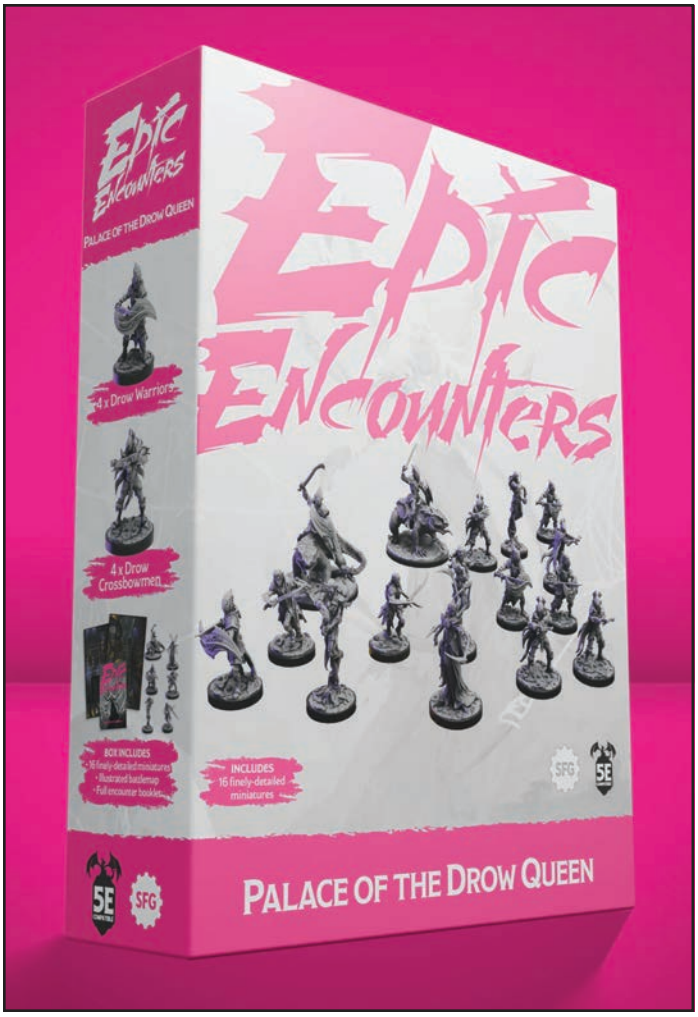
GTM EXCLUSIVE

WITH DAVE TAYLOR

EPISODE 73: PAINTING PURPLE

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajeski, and occasionally by other painters who each bring great advice and their own style to the conversation.



CREATING INTENSE CONTRAST FOR UNDERDARK MODELS

When were work on models that have traditionally "dark" color schemes, we can have a tendency to create minis that lack contrast. At arm's length, these can sometimes look like we've done little more than prime them black.

In my opnion, it's pretty easy to find ways to create intense contrast and still have the overall scheme read as "dark". For these lovely drow miniatures from the Palace of the drow Queen set, I knew I wanted to play around with a regal, purple scheme. Purple not only looks nice and vibrant when pushed towards magenta, but it pairs well with gold and can even be mixed into silvers to provide a lovely undertone. The shields of the Drow Warriors were done in this way.



The miniatures used as examples on these pages are from the Epic Encounters Palace of the Drow Queen set from Steamforged Games.



I started with a coat of The Army Painter Matt Black spray primer, then a heavy overbrush with Vallejo Hexed Lichen.



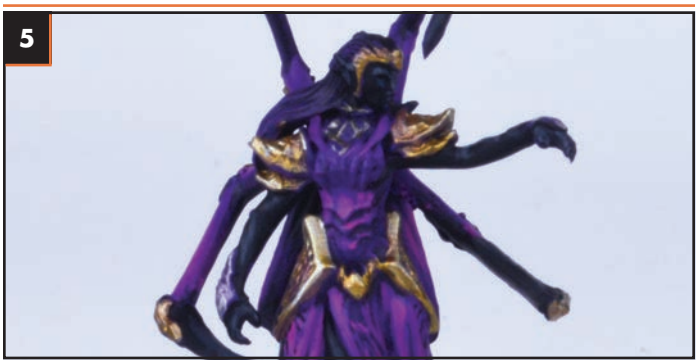
I then highlighted the areas that would remain purple with The Army Painter Magecast Magenta.



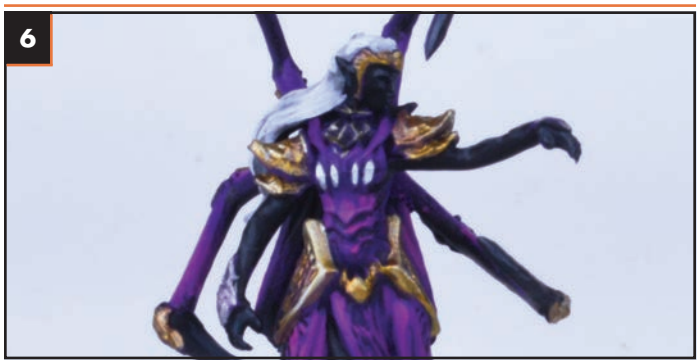
These areas were then highlighted with The Army Painter Wicked Pink, keeping the most intense highlights closer to the center.



I then painted the gold armor using Vallejo Hammered Copper and Glorious Gold.



I painted the skin with The Army Painter Matt Black and highlighted it with ProAcryl Dark Warm Grey.



Finally, I painted the hair and other white areas with a basecoat of The Army Painter Ash Grey, then highlights of The Army Painter Matt White.

SIMPLE BASING CONTRAST

In order to accentuate the impression of the deep, saturated purple, I provided contrast by painting the bases with a cool and pale green-grey (in this case The Army Painter Autumn Sage). I added some white paint to it for a light drybrush over the textured surface.





Dave Taylor first discovered painting miniatures for table-top wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life

DISTILLED: A SPIRITED STRATEGY GAME (PVG 01000)

From Paverson Games, reviewed by John and Dell Kaufeld

14 & Up	1 - 5 Players
30 Minutes Per Player	$89.99

You still can't quite believe it, but the letter in your hands is very clear. *Congratulations*, it reads, *you inherited a distillery.*

That's the backstory for *Distilled* from Paverson Games. The game takes 1-5 players on a journey to rebuild and expand their family's distillery, learn to make spirits from around the globe, and maybe even re-create their ancestor's special signature recipe with their equally special custom ingredient.

Grab your favorite drink (soda for me, thanks; I'm writing) as we go through the top five things you need to know about *Distilled*.

SETTING UP THE GAME

There's a lot of stuff in this game box, so invest a few moments to take inventory and familiarize yourself with everything.

There are card decks for the basic ingredients and equipment you'll use to distill your products, plus decks of upgrades, premium ingredients, and items that simplify your process and improve your finished products. Once you set up the game a few times, you'll remember where everything goes on the table.

Every player gets a double-thickness game board that represents your distillery. There's a space on the right of the board to put the tasting flight you'll use and your character's special recipe (more about those in a moment).

PICKING YOUR IDENTITY

After laying out the various decks of cards during setup, players agree on one of eight tasting flight cards for this play. The flight you pick determines which alcohols you'll distill during the game and which of the 18 identity cards will be available to the players.

Distilled has an asymmetrical flavor thanks to the identities. Each identity card tells the story of your character, identifies the person's signature ingredient and recipe, and lists your starting money and ingredients. The card also shows which geographic region your person hails from (important for scoring at game end) and explains that person's special ability.

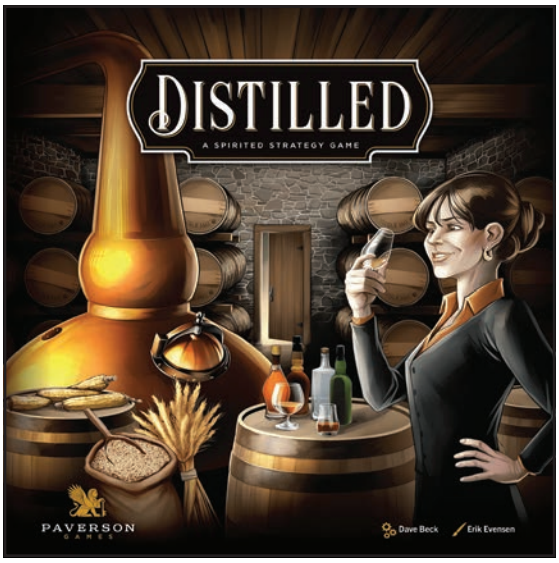
Be sure to check the tasting flight charts in the back of the rules (pages 18-19 in ours) to assemble the correct identities for your chosen tasting flight. (We missed that step during our first two games. Oops. It definitely makes a difference.)

DISTILLATION 101

The game's main loop involves buying from the market, distilling a spirit, and either selling or aging what you produced.

In the market phase, you can learn new recipes, pick up premium ingredients, upgrade your distillery, or spoil your customers with cool bottles. You can also get cheap basic ingredients that are good enough to get you by. In this phase, you need to balance how you spend your limited funds. You always need enough ingredients to produce something, but adding the right upgrade or the perfect bottle could make a big impact.

The game's magic happens in the distill phase. Here, you lay out the ingredients in the product for this round, then you count your sugars and add that many alcohol cards. Finally, you shuffle the ingredients and the alcohols, put the top and bottom cards back into your storeroom to use with your next production run, and see what you made.



FOLLOWING THE RECIPE

It's a bit of a surprise to find out what you distilled each round. Every spirit in the game needs a specific combination of ingredients. For example, gin needs two or more fruit cards, while whiskey wants two or more grains. After removing your deck's top and bottom card, you compare what you have left to the recipes you know.

You can almost always make either moonshine or vodka, but you get more points and money for other spirits. If the spirit you made can be sold immediately, then you add a bottle to your spirit stack, count the money you made, and calculate your victory points. Well done!

AGING AND SELLING

Some spirits must be aged for at least one round in a wooden or clay barrel before you can sell them. The aging process makes these goods more valuable, but it interrupts your cash flow. Aging a spirit also takes space in your warehouse, so you need to track that.

To simulate aging, you draw a card from the flavor deck and add it face down to your spirit deck. Aging is a mysterious process, and you don't know how something will taste until you decide to crack the barrel. The flavor cards never hurt your liquor, but they might add some humor. In one of our games, a carefully aged whiskey came out with notes of smoky vanilla seaweed, along with the unmistakable aftertaste of a gym bag.

VERDICT

There's a lot to love about *Distilled*, and we love it all.

The combination of eight tasting flights with 18 unique player identities guarantees plenty of re-playability. Add to that the uncertainty of the distillation and aging process, and the mix of premium ingredients, distillery upgrades, and myriad bottles and barrels, and you get a game with an intoxicating mix of strategy, luck, and the rarest ingredient of all: surprise.

•••

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Dell at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



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We are pleased to introduce you the new Model Color, the range that sets the standard for all figure and model kits painting enthusiasts

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XYLOTAR (BEZ XYLO)

From Bézier Games, reviewed by Brian Herman

14 & Ups	2-5 Players
30 Minutes	$14.95

In 1985, a young polar bear named Bobby McColdsnap witnessed an event that changed the course of his life, a Howard Jones performance so exemplary that this young polar bear's vision of his own future was irrevocably altered. He wanted from that point on more than anything to be a keytarist. However, the keys and knobs of the 1980's keytars were not suited for a polar bear. As such, Bobby enlisted the help of a local craftsman to help create a new kind of instrument that would fit his needs. Unfortunately, just after the prototype of this new device named the xylotar was delivered, the craftsman disappeared. Bobby was the prime suspect, being a polar bear. Knowing the justice system wouldn't treat him fairly, Bobby fled with the only known copy of the fabled xylotar into the wilderness. In the here and now, 3-5 brave souls have found the schematics for the fabled xylotar, and without knowing how the machine should work are tasked with piecing the machine together.

Xylotar at its heart is a trick taking game with a fantastic twist: No player is entirely certain what their hand is. The beauty and elegance of the design here lies in the setup. The cards in the deck consist of 8 different "suits" of cards each with descending values ranging from 0-10 to 0-3, color coded by their backs. After a single "High Note" card is dealt to all players, the rest of the deck is shuffled and distributed to all players equally. Each player then is tasked with sorting their cards. The highest value cards are arranged in the left back of the hand, and the lowest value cards stacked forward into the front of the hand. All this sorting is done regardless of color. When finished, the "High Note" card is placed on the back of the deck atop the highest value card and then the entire hand is passed to the player to the left face down. Then, each player assembles their prototype "Xylotar" face down without looking at them, the high note card on the left and each successive card in the players deck placed to the right in a single line. No player is allowed to look at their own cards and thus the game begins.



The player to the left of the dealer starts the first trick, playing any card in their xylotar except the leftmost card closest to the high note. Players then each play a single card turning it face up into the center, choosing anything in their line up that matches the color of the



"leading" card if they can, if not they can play any color card. After all players have played a card, values are compared, and the player with the highest value or highest value trump card wins the trick. Trump cards are determined by the number of players, for 2,4, and 5 players red cards trump, but for 3 players yellow is trump. The winner of each trick gathers all cards played into a single stack and offsets with any other won tricks to show all players how many "points" they have. Play continues until all cards have been played.

The only time a player can view any of their cards is when triggering "Bidding." After playing a card into a trick, before the next player plays, a player may announce that they are bidding. To bid, a player can view any 2 adjacent cards in their xylotar, and one MUST be chosen for a bid at that time. The other card goes back to where it was, but the chosen card is placed at a 90-degree angle near the tricks you have won and gathered. Bid cards cannot be played into a trick but will score a player 5 points if the face value of the card matches the number of tricks they took. All tricks will score a player 1 point each as well, and the highest points wins the game.

I found *Xylotar* incredibly impressive for such a small package of a game. Round after round, playing cards blind offered a level of delight I did not expect. The scoring opportunities offered alongside the bidding mechanic were also a pleasant surprise. Having grown up playing trick taking games (Hearts, etc), I absolutely loved the twist on an old classic formula. Trust me, you have room for *Xylotar* on your game shelf, and it will bring you nothing but fun.



Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, *WizKid's* HeroClix *line, as well as classics like* Settlers of Catan *and* Munchkin.

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CASCADIA (AEG 7098)

From Alderac Entertainment Group, reviewed by Whitney Grace

10 & Up	1 - 4 Players
30 - 45 Minutes	$39.99

Games that combine cards and puzzle pieces with the strategic challenges of a board game are awesome. I love this combination because the gameplay and story are different from traditional board games. I grew up with the latter, so playing different game formats is like a joyful hike off the beaten path. Speaking of hiking, when you're forced to stay indoors because of heat or bad weather, grab *Cascadia* from AEG.

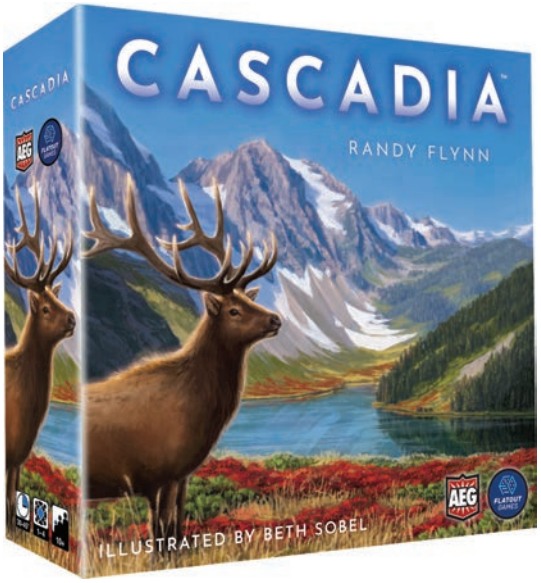
Players journey to the Cascadia, better known as the Pacific Northwest of North America, for an adventure in ecosystem design. Players are tasked to use the Pacific Northwest's unique organisms and environment to create a healthy, biodiverse habitat. The game includes one score pad, a cloth bag, 25 nature tokens shaped like pinecones, 21 wildlife scoring cards, 100 wildlife tokens, five starter habitats tiles, and 85 habitat tiles including 25 keystone tiles.

Before setting out on your Cascadian adventure, place the wildlife tokens in at the bag and shake them up. The number of tiles in the bag depends on how many people are playing, i.e. if there are three players, remove 22 tiles and leave 63 in play. After mixing up the titles, stack them face down in the play area. Next, randomly choose one wildlife scoring card for each of the five animals or wildlife used in game, then add them to the play area's center. Give each player one random starter habitat tile, then select four habitat tiles and place them face-up in the play area. Next add the wildlife tokens to the bad, mix them up, and draw four tokens to pair with the four habitat tiles.



The players take turns using wildlife tokens and habitat tiles to create their environment-each individual's play area. At the start of the Cascadian adventure, there will be four habitat tiles with a matching wildlife token. Check to see if there's an overpopulation problem. If the four wildlife tokens all match, replace them with four new tokens. If there are only three matching tokens, the player can decide to keep or draw new tokens. The player then selects one of the habitat tiles and wildlife token combinations. They can also use one of their nature tokens to select any tile or token in play or wipe the tokens like the overpopulation rule. Players can spend as many tokens they want during their turn.

After selecting the desired combination, the player places it in their environment. Because this is a puzzle game, the habitat tile must touch at least one side of the starter habitat tile or another tile already



in play. Tiles can't be placed on top of each other or moved later. Terrain types don't need to match, but if they do it increases the player's overall score. The wildlife token must be laid on tile that has the corresponding animal and is free of other tokens. If the token can't be played, return it to the bag. If the token is placed on a keystone tile, players take a new token.

After placing the tiles and tokens in their environment, new ones are added from the bag and stacks to replenish the available choices. This ends the player's turn, and these steps are repeated by the next player. The game ends when there aren't any more facedown habitat tiles to play. Scores are tallied based on how the players diverse their Pacific Northwest environment is. The more animal varieties, habitat types, and connections players make increases their score.

Cascadia is a beautiful and creative game for players to familiarize themselves with one of the most remarkable places on Earth. It's amazing to learn about the different environments and animals that inhabit them while playing. It's easy to pick up the rules and strategize after a few turns, but the real fun is the game's randomness with each turn. The hardest part about *Cascadia* is the scoring system. It's more complicated than the actual game rules, but that's less of a downside than more of a learning curve.

The components are another great aspect of *Cascadia*. They have a nice heft, attractive art, and are durable. If you're a fan of games inspired by nature and combining the best parts of puzzles, cards, and board games, then *Cascadia* is another must-have for your library.

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Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D *group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.*

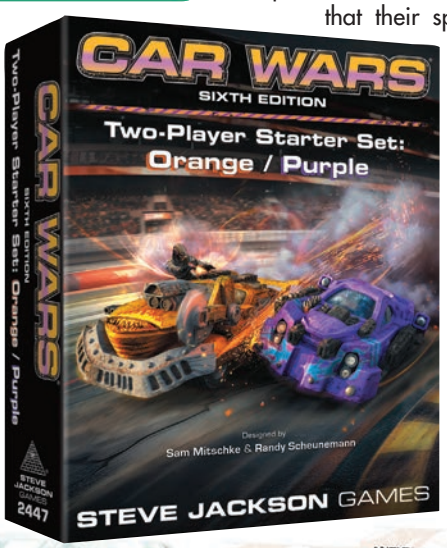

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CAR WARS: 6TH EDITION - TWO-PLAYER STARTER SET - ORANGE/PURPLE (SJG 2447)

From Steve Jackson Games, reviewed by Thomas Riccardi

12 & Up	2 Players
60 - 180 Minutes	$44.95

It is the year 2070 and the United States of America is no more. Years of shortages and succession have splintered the nation into various factions and fortified areas. The roads between these fortress cities are lawless and the right of way goes to those who have the biggest guns. A new sport called autodueling was founded a few years ago where cars do battle in giant arenas and battle until the last one is standing. Welcome to the sixth edition of *Car Wars* two-player set *Orange/Purple*.



This is a more streamlined version of the sixth edition that we covered a few issues back which allows two players to go head to head in the arena. Along with the rules are two dashboards to keep track of your stats with 14 dashboard sliders as well as 20 dice, 132 cards, two turning keys and a first player marker. This game comes with two heavily detailed resin models, named Pure Energy and Sawtooth. These cars can be painted or played with right out of the box and each of these has a colored base as well to allow for easier movement.



The rules of the game are as follows:

Each player starts the game with an initial speed of 2. The gameplay is organized into six distinct phases, each with its own set of options and rules:

Check Speed: At the beginning of this phase, all players simultaneously check their dashboards for any speed-down icons. These icons indicate a reduction in speed, and players must adjust their speed to the new maximum level as dictated by these icons. This ensures that each player's speed is correctly set before proceeding to the next phase.

Take Control: During this phase, each player takes one ace token and one control token. These tokens are then placed on the player's dashboard in a manner that keeps them visible to all other players. The ace and control tokens are crucial for various actions in subsequent phases, so it's important they are clearly displayed.

Manage Fires: Beginning with the first player and moving in a clockwise direction, each player has an opportunity to manage any fires on their vehicle. Players can choose to use two control tokens to extinguish a fire. If a fire is not extinguished, it will continue to burn and cause damage to the armor on that side of the vehicle, reducing it by one point per round. This phase is essential for maintaining the integrity of the vehicle's defenses.

Movement: This phase is further broken into two parts:

***Speed Adjustment*:** Players can choose to increase their speed by one, keep it the same, or decrease it by one. However, they must ensure that their speed does not exceed the vehicle's maximum speed limit.

***Driving Actions*:** Players then maneuver their cars. Simple actions, such as slight turns or moving forward, can be performed without the need for dice rolls. For more complex maneuvers, players must use an ace token and roll the dice. Failure to maintain control during these actions can result in catastrophic events, such as crashing into another car or an obstacle, which can have severe consequences.

Combat: In this phase, players engage in combat with their opponents. To initiate an attack, players first check if their opponents are within their weapon's arc and range. If they are, players roll dice according to the specifications of their weapon's card. The goal is to roll stars, which indicate the amount of damage inflicted on the opponent. The defender also rolls dice based on their speed, and any shields rolled can negate the incoming damage. This phase is crucial for weakening opponents and gaining an advantage in the arena.

End of Round: At the conclusion of each round, all control and ace tokens are returned to the pool. The first player token is then passed to the player on the left, designating them as the new first player for the next round. The game continues in this manner until only one car remains operational. The last player with a functional vehicle is declared the victor of the arena, having outmaneuvered and outlasted all opponents.

This set is compatible with the other sets that have been released in the *Car Wars* universe and there are even more expansions that are going to be released giving players more choices and weaponry. So, whether you are a rookie or a veteran to *Car Wars* you need to check out this boxed set to get right in on the action. For this and other great games in this line head over to **https://carwars.sjgames.com/** and get ready to drive aggressively.

•••

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



CATALYST GAME LABS

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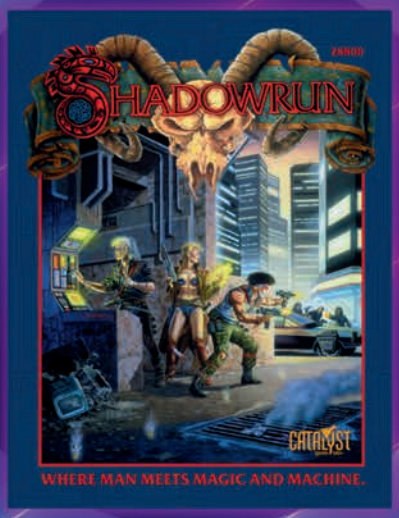
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Giant Manbat Mini Encounter

Epic Encounters
Local Legends

Introduction

Welcome to this Epic Encounters: Local Legends adventure book, providing you with an exciting, unusual, and dangerous mini-encounters, perfect to drop into any game situation—especially those focused around the taverns found in our **Local Legends Tavern Kit.**

In this booklet, you'll find an overview of the encounter, along with guidance on running it, tips on making sure every turn builds danger and excitement, and everything you need to ensure that you keep your players on their toes—if they have any left after this battle, of course! The Local Legend can be played on its own or used as part of an ongoing tavern experience; drop one of the encounters directly into your roleplaying game, ignoring the tavern context entirely if you need something gripping or unexpected to challenge your characters on the fly.

For instance, hunting for clues about the location of the monster is tied to the regulars of the tavern, but can easily be switched out for NPCs the characters meet while exploring the area, or simply hunting for the monsters spore. These are deliberately flexible encounters, designed to make your life easier!

Alternatively, you can gradually build out one of these encounters, with the characters engaging with the tavern found in the **Tavern Kit** to turn these battles into something truly special. Before you play, use this handy checklist to guarantee you've got everything prepared and are ready to go...

- ✓ You've read this book! Use it for inspiration as well as guidance. Choose just the bits you like or use it all—the choice is up to you.
- ✓ Your players all have their dice and character sheets, and know that something big is coming.
- ✓ The battle map is laid out, ready for use, and you've familiarised yourself with its different areas and the variety of things that can happen over the course of the encounter.
- ✓ You're ready to have fun! Above everything else, remember that this is a game. If you forget certain rules as the Gamemaster (GM), don't worry. As long as you and your players are laughing and enjoying yourselves, you're doing it right.

Before Starting

Local Legends are divided into three tiers of play to help facilitate as many different player groups as possible. The Damage Level and the Difficulty Class (DC) of each check specified during the encounter is broken into three levels, shown in the table below. Whenever the text calls for a 'standard DC check' or specifies that a creature suffers 'standard damage', refer to the appropriate box below. For example, if you're playing at the lower level, and you take standard damage, you take d4 points of damage.

Tier of Play	Difficulty Check	Damage Level
Lower (Levels 1-4)	12	d4
Medium (Levels 5-10)	16	d8
Higher (Levels 10+)	18	d10

Each monster will have scaling for the tiers of play listed later in the Stats section of the book and other relevant scaling information can be found in the text.

5E COMPATIBLE

SFG



The Shady Nook

Local Legend

Patrons of The Shady Nook, as well as some local residents, have reported incidents of being terrorised by a large, winged, bat-like creature. The nickname 'The Nook Vampire' was swiftly adopted by most, though the truth is far stranger. A diaemus is a type of demon, called up by guilt. Not, of course, any guilt. Only the most profound and painful of all guilt—the murder of a loved one. The head of the Thieves' Guild, Vance Kyros, killed his brother to end the bloody gang war threatening to engulf the city. Necessary, perhaps. However, Kyros' anguish found form, became something truly foul, spreading its influence over the city and feeding on the loss, regret, and self-loathing of all associated with the Shady Nook. Such a feast has made the diaemus bold...bold enough to start hunting thieves through the streets. Paranoia amongst the guild is growing and, unless someone finds the true cause of the disappearances, a new and even more savage war might yet cause chaos on the streets...

The Truth

The diaemus is a vicious, loathsome creature, and its power is only growing stronger as its influence spreads, corrupting the area around the Shady Nook. Its activities centre on the tavern, and once night falls, it flits in and around the place—waiting in the eaves or gliding on its patagia from rooftop to rooftop. It seldom attacks unless it is sure of victory, using its presence to draw out the panic, anxiousness, and paranoia it feasts upon. It's also a conscientious student of the Thieves' Guild, and of Vance Kyros; gleaning as much information as it can about the inhabitants of the inn and the members of the guild enables it to tailor its particular forms of psychological degradation to the individual targets. It stalks its targets, torturing them until it's ready to eat them. That's the diaemus' central focus—to terrorise and distress its targets, until every drop of fear and misery is wrung from them.

For the GM

- ✓ A trained demonologist, or someone well-schooled in the esoteric and occult, might know of diaemus—and of their preferred means of attack.
- ✓ Piecing the fragments of evidence from the various regulars at the Shady Nook and recognising the truth behind 'The Nook Vampire' requires a successful DC20 Wisdom (Insight) or Intelligence (Religion) check.
- ✓ Once the true nature of the Nook Vampire is revealed, hunting it down becomes slightly easier—if only because its focus on the Thieves' Guild, and Vance Kyros, gives characters some idea of how to lure it out.

The Diaemus

Large fiend (demon), chaotic evil

Armour Class	16 (natural armour)
Hit Points	136 (13d10+65)
Speed	30 ft., fly 30 ft.
Challenge Rating	8 (3,900 XP)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	12 (+1)	14 (+2)	13 (+1)

Saving Throws	Strength +8, Constitution +9, Wisdom +6
Damage Resistance	cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities	poison
Condition Immunities	charmed, poisoned
Languages	
Senses	telepathy 120 ft. darkvision 120 ft., passive Perception 11
Other	Proficiency bonus +4

Features

Magic Resistance. The diaemus has advantage on saving throws against spells and other magical effects.

Summon Bat. As an action, the diaemus can summon up to 3 giant bats. These obey the diaemus' commands. The diaemus cannot control more than 3 giant bats at any one time.

Hold & Soar. If the diaemus has made a successful grapple attack on a target, it can immediately fly upwards up to 30 feet and then drop the target, deal 27 (8d6) bludgeoning damage.

Taste of Fear. At the start of each turn, one creature of the diaemus' choice within 15 feet of it must succeed on a DC 16 Wisdom saving throw or become frightened of it for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Replenish. Any creature frightened of the diaemus is a potential source of eldritch energy for it. If the diaemus makes a successful melee attack against a frightened enemy, it restores hit points to itself equal to the damage inflicted on the target.

Actions

Multiattack. The diaemus makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 15 (2d10+4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) slashing damage.





1 The Tenements

Getting from the streets below to the roofs above, or vice versa, can be done in one of two ways. A character can spend their whole turn climbing down or up slowly, but cannot make any additional actions as a result. Alternatively, they can do so as fast as possible; doing so requires a standard DC Strength (Athletics) or Dexterity (Acrobatics) check. On a failed check, the character must succeed on a standard DC Strength or Dexterity saving throw or fall, taking triple standard bludgeoning damage.

3 The Schism

Whether it was a particularly excessive heist by the Thieves' Guild, the riots of an outraged local populace, or a magical accident, the buildings towards the south of the map are cracked and split, Crossing the gaps requires a standard DC Dexterity (Acrobatics) check. On a failure, the characters take standard DC bludgeoning damage as they tumble into the darkness. Climbing out requires a standard DC Dexterity (Acrobatics) check.

Individual Locations



2 The Cess Pit

Positioned toward the north of the area surrounding the Shady Nook, the cess pit is the place the local community disposes of their waste. Its stench can be detected anywhere on the map, a noisome fug beyond escape. Any character moving within 10 feet of the cess pit, whether on the rooftops or on the streets below, must succeed on a standard DC Constitution saving throw or take standard poison damage and be stunned until the start of their next turn, as the stench overwhelms them. Any character pushed or dropped into the Cess Pit must succeed on a standard Constitution saving throw or become poisoned, taking double standard poison damage at the start of each turn until they succeed on a subsequent Constitution saving throw made at the start of each turn.

Giant Bat

Medium beast, unaligned

Armour Class	14
Hit Points	18 (4d8)
Speed	0 ft., fly 40 ft.(hover)
Challenge Rating	1/2 (100 XP)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	1 (-5)	5 (-3)	1 (-5)

Saving Throws	Dexterity +4
Damage Resistance	bludgeoning, charmed, frightened
Condition Immunities	
Senses	blindsight 60 ft., passive Perception 12
Other	Proficiency Bonus +2

Features

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target Hit: 11 (2d6+4) piercing damage.



Tracking

The diaemus is always close to the Shady Nook. The Thieves Guild is more or less based there, and as it's the Guild in general, and its leader Vance Kyros in particular, the diaemus remains in its direct vicinity. There's nothing of real interest to it in the town; sure, there's lots of misery and apprehension in any major city, but nothing to compare with the guilt and fear suffusing Kyros and his Guild. As a result, it's not hard to track the diaemus precisely, but it isn't easy to lure it out of hiding. After all, why should it emerge before it's prey is ready? Let them marinate in their own despair a little longer. The characters prying and questions won't go unnoticed, and the diaemus will respond...but only with the intention of inflicting more uncertainty. Drawing it out into battle needs the characters to do something dramatic—whether setting a trap with Kyros as the bait, or deliberately trying to cure the Guild leader's pain

Clues	Diaemus Reaction
1	The diaemus leaves messages for Kyros, encouraging him to get rid of the party before they start a war like his brother. The messages are written in blood.
2	Made angry by its inability to scare the party off, or force Kyros to do its work for it, the diaemus begins to leave fragments of those it's already killed around the inn. In drinks. Or meals. Especially those enjoyed by the party.
3+	The diaemus appears, in the centre of the inn. It roars something to the effect of being the spirit of Kyros' brother and coming for vengeance on its treacherous sibling, then disappears, soaring upwards and out of a skylight. Characters can try and catch it, but that requires a successful DC 20 Dexterity check, and even then, it simply wraps its patagia around them and carries them with it.

The Encounter

Starting Point

The characters begin this encounter on any rooftop. The diaemus starts on the rooftop furthest from them.

The Battle

The diaemus is a mobile foe, and it won't allow itself to be pinned down. That way, it knows, waits death. Instead, it uses its patagia to escape from one building to the next, disengaging when it finds itself outnumbered and at risk of being swamped. It also uses giant bats to break up and disrupt the plans of the characters, ensuring it can't just be followed easily. Instead, it can keep the players distracted, while it moves and attacks the weakest or the most exposed, using its variety of psychic abilities to terrify and incapacitate, and then, ideally, pick the characters off at its leisure.



Combat Plan

1

Don't Look Down

The diaemus attacks from the shadows, swooping in from the sky to seize characters, sinking its claws into them, and then dropping them from the sky, ideally into the cess pit.

Suggestion Actions: Fly, Grapple, Hold and Soar

Behaviour: A cruel grin curves the corners of empurpled lips, revealing fangs capable of rending flesh in moments.



2

Swarms A-Plenty

Gigantic bats appear, swiftly sweeping across the rooftops to distract and divert the attention of the characters. They bite and nip and tear, keeping the characters from being able to focus their attacks on the diaemus.

Suggestion Actions: Summon Bat, Multiattack, Bites

Behaviour: Mouth open but apparently mute, the diaemus' call isn't audible to the characters, but they can feel it, in some sense, in their guts.

3

Emotionally Draining

The diaemus identifies the most exposed character, singling them out, and hitting them with a psychic attack, subjecting them to terrifying visions, before seizing them and draining their energy, restoring itself.

Suggestion Actions: Taste of Fear, Fly, Replenish

Behaviour: Seeming to grow, swelling like a buboe in the armpit of a plague-victim, the diaemus becomes something crueller, darker, more vicious—at least in the eyes of its intended target.